

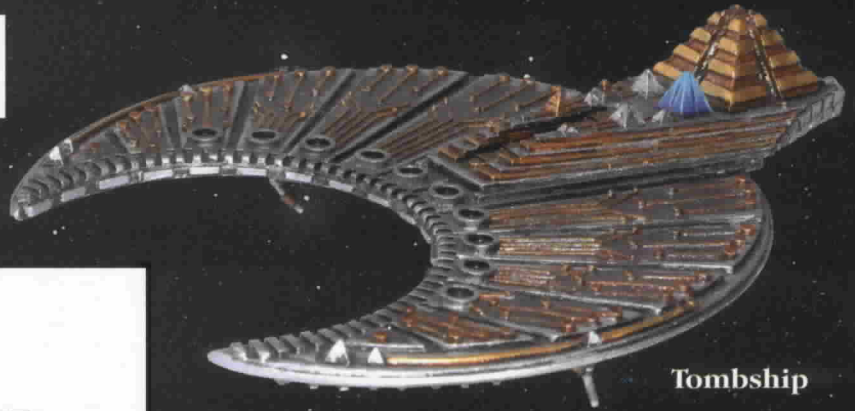
BATTLEFLEET GOTHIC



2002 ANNUAL

GAMES
WORKSHOP

NECRON RAIDERS



Tombship



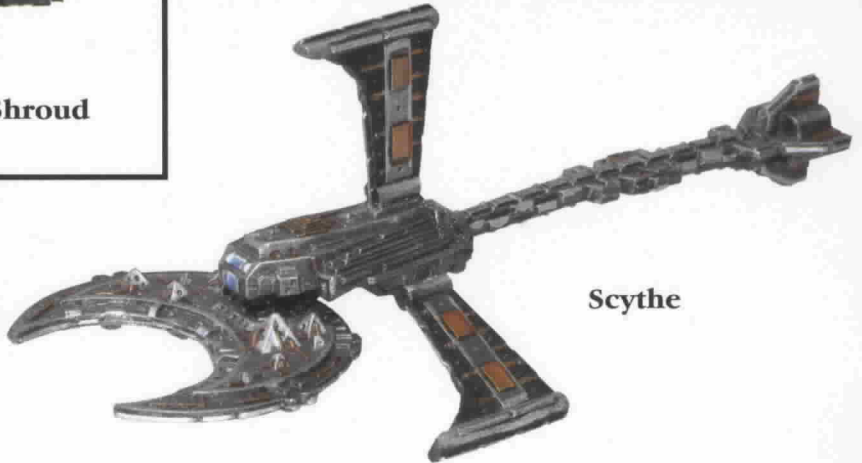
Shroud



Jackal

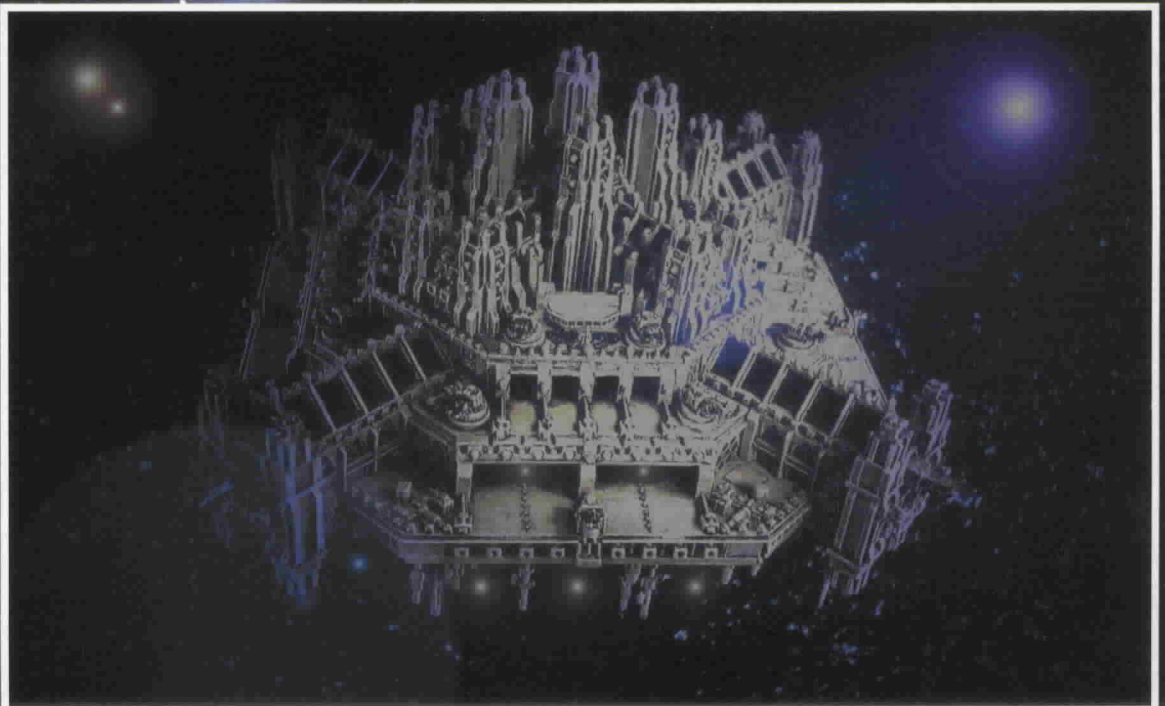


Dirge



Scythe

RAMALIES CLASS STAR FORT



INTRODUCTION

Hello and welcome to the Battlefleet Gothic Annual for 2002.

This is the first of what we hope will become an ongoing series of annuals for Battlefleet Gothic, each year the annual will publish the results of Gothic 'High Admirals' rules review.

The rules review takes place in January, when the five worthy and well-respected 'High Admirals' sit through the many experimental rules published over the course of the previous year in Battlefleet Gothic magazine. We debate the why's and where-fores of points costs, special rules, which new ships we like, which we don't, which fit the background well, which don't, and eventually come to a consensus on which rules should become official additions to the game (New Rules), which still require more play testing and work (Experimental Rules) and which will never become New Rule (Unofficial House Rules).

Those rules we decide will never become New Rules, not because they are bad, more because they just don't fit with our idea of what the BFG game is. These are Unofficial House Rules. Unofficial House Rules are those you might like to try out with friends or use in your own games, but don't expect to be able to use them in tournaments. A good example would be the Smotherman Formula for creating your own ships. We don't see that we will ever make this a New Rule, and allow anybody to create whatever ships they like. We

do think it's great tool for modellers to use their own conversions in games, so worth having but not as official rules.

Of course New Rules are the opposite end of the scale. They are officially part of the game. Feel free to use them when and as you like, you don't need permission. Treat new rules as if they were part of the blue rulebook. It is envisioned that with a copy of the Battlefleet Gothic rulebook and the BFG Annuals you will have all the current rules for the game. With Warp Storm no longer available we have also include the relevant New Rules here. You will not need back issues of BFG magazine. That said, BFG mag is still the place to find new miniature releases, all the Experimental Rules for you to use and feedback on (your feedback informs the 'High Admirals' final decisions), and other cool stuff like scenarios, campaigns, modelling and converting articles etc. Importantly the Brace for Impact section of the magazine also contains a complete list of what status rules currently have.

I hope you enjoy the first BFG annual. It contains some great additions to the game, and an extensive Q & A section as well. As for the Experimental Rules, well they are still up for debate next January, so let the High Admirals know what you think by email fanatic@games-workshop.co.uk.

Good hunting...

Warwick Kinrade

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ORIGINAL GAMES DESIGN

Andy Chambers

2002 RULES REVIEW

Andy Chambers, Pete Haines,
Warwick Kinrade, Nate Montes,
Bob Henderson

EDITOR/PRODUCTION

Warwick Kinrade

COVER

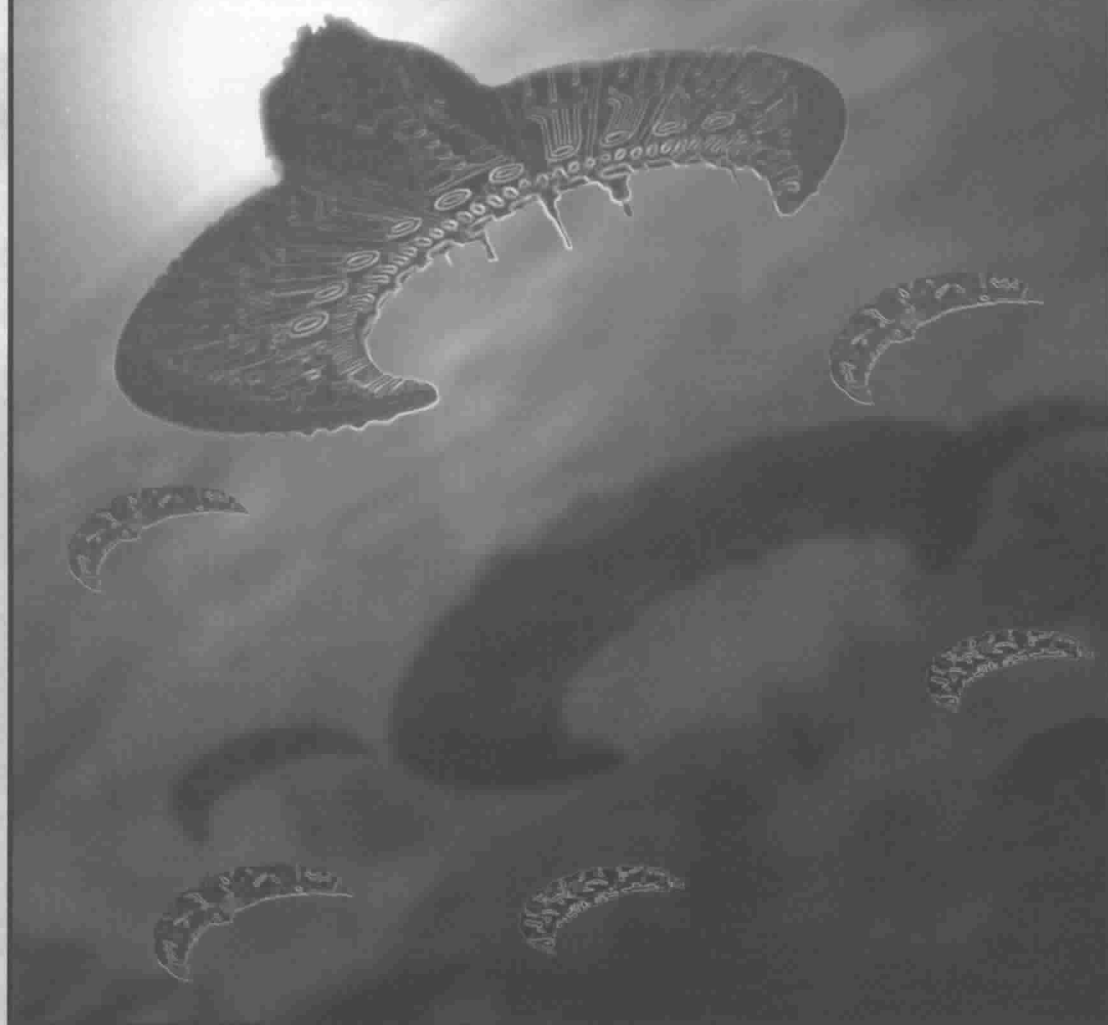
Ultramarine Assault



BATTLEFLEET
GOTHIC

NECRON REAPERS

by PETE HAINES



“There is a vault deep beneath the Golden Throne of the Emperor, below the mile upon mile of departments of the Administratum, below the deep storage levels and the vastness of the dungeons of Earth. Its gates are adamantine. It is locked with enchantments of stasis. None can enter without the seal of the Lords of Terra. Of its dark and silent guardians I will not, dare not, speak.

Within this deepest and most secure of vaults, which in ignorance of its true name I shall call the Forbidden Vault, lie secrets uncovered by mankind since the dawn of time. Secrets so terrifying, dangers so horrific, that they must be

secured forever lest mere knowledge of their existence drive mortal minds to the brink of madness.

Yet sometimes Explorators have recourse to visit the Forbidden Vault; a chance encounter on some alien world, a discovery deep in space, a babbling report of things long forgotten. Once again the adamantine gates are opened, the stasis seals are broken, and the silent guardians stand aside. Records are examined and cross-referenced. Ancient ciphers are activated, searches made, matches found, dossiers compiled and re-compiled until, at last, something like the truth takes form.

NEW RULES

What purpose lies behind this slaughter, executed, as it is, with such cold intelligence, it burns the mind to contemplate. This is not the slaying of beasts that must kill to feed, yet it is bestial in its unfettered savagery. What of the mutilation of the dead, whose organs lay displayed as if for examination? I cannot yet explain these things, and though I begin to guess, I fear my thoughts and am not ready to share that terror. Perchance I may be wrong and would not needlessly wear the shackle of heresy.

This much I can say and it is terror enough for now. The Explorators, numbering one hundred and six, are accounted for save three. All were dead in the manner described, naked, drawn, and bearing strange and calculating marks of examination. Of the other three nothing was found. Nor was any trace of their blood discovered in the vat into which the aliens decanted that of the other bodies.

The scan section which survived the attack is fragmentary and much degraded. Most of its content was erased in the same way as all other electronic and crystalline recorders, as well as items of equipment in the Explorators camp including many of their weapons. The attackers would appear to possess a kind of disabling device which is capable of rendering our weaponry dysfunctional and of obliterating such means we have of making record and observation. In this way I believe they have hitherto escaped identification, and would not have been discovered now were it not for chance.

The scan shows the action of a few moments but in it we see clearly the form of our enemy, a mechanoid construction wrought by unknown hand in a form that is a mockery of mankind. Herein we see seven of the creatures advance upon the defenders. The defenders guns fire and three of the creatures fall, struck by lasers and bolters. Yet the rest come on resolute in the face of fire. As the mechanoids advance further, the defenders fire seems to slacken and at least one weapon can be seen to fail as its bearer casts it upon the ground. The scan ends as the attackers close, yet there are two further details which are worthy of note.

Of those three creatures struck by our fire one is blown in two, its torso comes to rest in the centre of frame 00.17 where upon it appears to fade in frames 00.21 onwards. This is not a trick of the light or result of the scan's poor quality, for it is faded to nothingness by frame 00.54. Whether removed in some unseen way or whether it simply dissolves to nothing is impossible to say. The other enemies fall, collapsing out of view. Here they remain for some time as if destroyed. Yet in a later frame one mechanoid stirs again and rises to its feet rejoining the attack before the scan ends.

Your Servant

+++ Secure Inquisition communication carry neither the name of sender or recipient...MESSAGE ENDS



Or such at least is the tale that men tell. A tale of things I had never expected to see, to witness for myself the Seal of Terra flicker red in the globe-light, or glimpse with my own eyes those terrible watchmen, or feel the waxy touch of ancient records made in black ink upon human skin. Who could have foreseen the discovery, time-after-time and throughout human history, of such evidence of unmistakable malice. Now I hold in my shaking hands a revelation of such magnitude that all human endeavour seems vain and the flame of hope flickers in the wind of despair".

For centuries the Explorators of the Imperium have known of the ancient civilisation of the Necrontyr – a race that became extinct tens of millions of years ago. Little remains now of what must once have been a technically advanced empire that spanned the galaxy. Any surface structures that may once have existed have long since disappeared from Necrontyr worlds. Their existence has been eroded by time. They and their works have crumbled to dust with the passage of eons.

Only deep under the sand have the Necrontyr's inexplicably strange tomb-temples partially survived. No intact complex has ever been discovered. Those that have been explored and of which records exist, are all ruinous and empty. What their purpose or content might have been, or if they were plundered and emptied by others in antiquity, is all impossible to say. Best analysis indicates that the Necrontyr vanished from the galaxy more than sixty million years ago, when the planet Earth was little more than prehistoric jungle, and mankind's evolution lay millions of years in the future.



Like a thousand other dead civilisations and forgotten races the Necrontyr are of interest to few outside the dusty offices of the Explorator Archaeos. Until now.

Now, suddenly and unexpectedly, a chance encounter has brought the Necrontyr to the attention of the powerful and great. Raiders marked with Necrontyr runes and indecipherable inscriptions of Necrontyr design have been captured on a brief visual scan. It is a momentary visual record of the attack, yet it is a link in a chain of events that extends across the galaxy. It is a link to other raids, to other sites of destruction where raiders leave no trace and where records are wiped across an entire planet.

NECRONS IN SPACE

Until very recently almost all contact with the Necron's had been limited to battles fought on planets against small forces of Necron troops. From time to time reports were made of strange space craft encountered on the edge of newly discovered systems, which appeared derelict at first but when approached became active. More often than not all that remained of the Imperial craft which encountered these strange ships was the scattered wreckage of the destroyed ships, and the only clues to the nature of the enemy were garbled distress messages speaking of alien ships using weapons of quite terrifying destructiveness.

Whenever such incidents were investigated nothing could be found of the perpetrators, and no useful evidence could be collected pointing to their nature or origin.

All this changed in the year 666.M40, when the first recorded incident of a Necron 'harvest' took place in the Yuctan system close to the Easter Fringes. Although sparsely inhabited, the system included an Imperial Naval depot. At the time of the attack the depot was being used by small Imperial squadron consisting of the Dauntless class Light Cruiser *Farsight* and half a dozen escort craft. Squadron *Farsight* was

undertaking a long range patrol, and was visiting Yuctan to refuel and re-arm, when it received distress messages from an Imperial colony on the outlying planet of Merida. The squadron moved to intercept and took part in the first recorded encounter between Imperial Battlecraft and a Necron fleet. Only one of the Imperial craft survived (the Cobra Class Destroyer ON37452) to tell the tale. The Necrons suffered no losses. By the time a full Imperial fleet could be despatched to the Yuctan system the Necrons had disappeared. And of the human colonists in the system there was not a single trace...

Since then there have been a further 27 recorded encounters between Imperial Navy ship and Necron raiding fleets. There are also anecdotal accounts of space battles between the Necrons and Eldar, Ork and even Chaos space fleets. All evidence points to the Necrons being old beyond the memory of anything living and their technology although idiosyncratic is superior to that of any other

"Closing on unidentified spatial anomaly EXK99-0002. Distance 10,000... 9,000... 8,000... Wait... that's odd... augers are starting to detect energy fluctuations... <subject gasps> by the Emperor... that's impossible, these readings are off the scale! ABORT, get us out of here n..."

Final message, research craft God's Eye

race including the Eldar. In every encounter so far the Necrons have only been defeated by superior numbers of enemy ships, and wherever the numbers have been even the Necrons have prevailed. Fortunately for the Imperium all of the Necron fleets encountered so far have been small in size, and what should happen if the Necrons should ever attack in force remains to be seen.

Even more worryingly, the encounters that have taken place with the Necrons have

NEW RULES

'Astropath reports he is receiving a code red distress call from the colony at Merida'.

The young lieutenant relayed the message to Captain Stauffen who stood surveying the bridge from his command pulpit. Below him the bridge crew completed final checks, gathering reports from ordnance officers and engineers about the ships supply status. After one week in dock taking on fresh supplies the Dauntless class cruiser *Farsight* was almost ready to continue her long range patrol sweep.

'Verify that message, and open hailing channels to all escort vessels.'

'The encryption code is correct sir. The colony has come under attack from an unidentified foe. The system defences have been overwhelmed.'

'What is our state of readiness?' inquired the

old Captain sternly.

'The master gunnery officer reports final rearming complete. We are ready to put out sir'

'Begin main engine power up. Have the navigators plot me best course to Merida. I want long range sensor reports the instant we get in range. Have the officers of the watch on all escorts report in on their current status. When we have all the information, then we can put out.'

The deck below became a hive of activity as officers and crew busied themselves. From far below the powerful throb of the engines began to rise, titanic forces barely held in thrall vibrated the decks. In the forward decks wailing klaxons ushered the cruisers crew to duty stations, gunner teams where roused from their slumber to man lance turrets. Power surged through the ship.

'Take us out'...

The *Farsight* eased away from the space dock, the umbilicus docking tubes dropping away as the light cruiser's manouvring thrusters turned the ship about before the main plasma engines ignited. Burning like a small sun the engines accelerated the vessel away from Yuctan base.

Coming about to starboard the *Farsight's* engines powered down again, awaiting rendezvous with her six escort vessels. First to arrive was Aries squadron, three Sword class frigates taking up station line astern in front of the main vessel. Behind them came Omni squadron, Cobra destroyers taking up line astern at the rear of the column. Final positioning complete Patrol Group *Farsight* powered up again, heading out-system towards Merida, and an unknown foe...

Captain Stauffen focused the observation dome electro-telescope on the distant fast moving pin point of light. Sensors had confirmed an enemy vessel closing. It was moving fast, very fast. Too fast for a Ork Gunship or Chaos Raider. 'Eldar' thought Stauffen aloud. So the Eldar were attacking Merida. He would teach this lone scout a hard lesson.

'Sensor readings report no further contacts sir' crackled the comm.

'Squadron Aries to intercept' he ordered. 'Fire at will.' He gave the escort captains the freedom to engage. One small Eldar craft would stand no chance.

The three frigates banked to intercept the lone ship, all ahead full they accelerated away from the Farsight. Stauffen watched the engagement unfold on the tactical display screen. Realizing it's plight the single scout began to turn,

but not before the Aries' weapons came into range. All three vessels opened fire, a volley of plasma projectors and laser cannons slash through space, but found no target. The enemy ship began to run, making for Merida and it's twin moons. Aries squadron gave pursuit. As expected, thought Stauffen, the alien showed only cowardice.

'Come to a new heading, bring us round towards the planet helms officer'

He would follow his lead squadron in, but expected the aliens to show no more fight than the first.

'Massive energy spike sir, reading still climbing.'

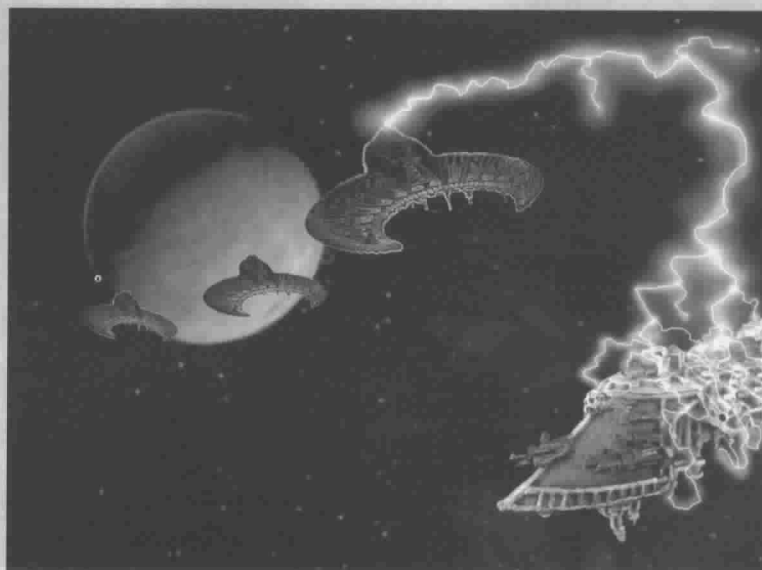
Suddenly the tactical display lit up. Something big was powering up, something very big, and Aries squadron was almost on top of it. They had been led into a trap, pursuing the fleeing scout had led them right to the mothership. Scanning

through the electro-telescope Stauffen saw his new enemy. It was huge, and it was no Eldar cruiser or battleship. It looked like a great flat disk, crescent shaped, with a long thin tail. Aries squadron desperately manauvred to avoid the leviathon as it rounded the planet rim, but too late. From the enemy ship came a great arc of lightning, illuminating the void with crackling fingers of writhing energy which engulfed the entire squadron. Each frigate seemed held in the energies grasp, unable to move as the lightning cracked about their hulls.

After a few seconds all three escorts exploded in a blinding flash. They were torn apart from within sending chunks of hull, prow and engines spinning into the void.

In his long years of service Stauffen had never seen anything like it. An entire squadron gone in an instant.

occurred all over the galaxy, without any discernible pattern as to when or where the Necrons will strike next emerging. What is more the frequency of such encounters seems to be increasing, though how or why this should be happening is unknown. All that is know for sure is that the object of these raids appears to be the seizure of Imperial citizens - but for what hideous use the captured men, women and children are used remains terrifyingly unknown. They simply disappear and are never seen again.



NECRON FLEETS IN BATTLE FLEET GOTHIC

Here is the complete Necron Fleet list which contains all the stats and rules needed to play the Necrons in Battlefleet Gothic. This list represents a raiding Necron fleet rather than a full war fleet.

NECRON FLEET LIST

CAPITAL SHIPS

0-1 (per 2 Scythe class Harvest ships)

Cairn class Tombship 500 points

0-1 Sepulchre +50 points

A Tombship may be upgraded to carry a Sepulchre.

0-6 Scythe class Harvest ship 275 points

0-3 Shroud class Light Cruiser 155 points

RAIDERS

0-12 Jackal class Raider 50 points

0-12 Dirge class Raider 40 points

LEADERSHIP

Leadership is determined normally for Necron fleets, except a ship carrying a Sepulchre (see below) automatically receives a Leadership of 10.

RE-ROLLS

The fleet gets 1 re-roll and can purchase 1 extra for 25 points and a second extra for a further 50 points.

SEPULCHRE UPGRADE

A Tombship in the Necron fleet may include a special vault called a Sepulchre. What exactly it



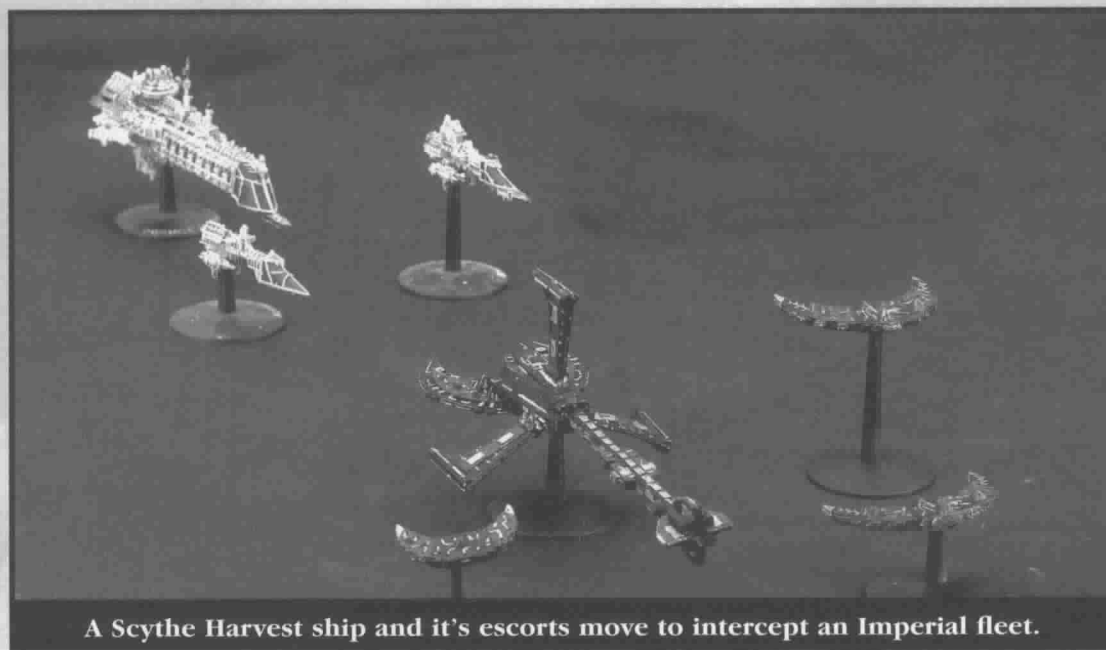
is that rests inside this thrice-damned place is not known, other than that it exudes an aura of sheer visceral horror that radiates across enormous distances even in the vast emptiness of space. As well as being a resting place for whatever unnameable horror that lies inside, the Sepulchre contains technological wonders that are so advanced as to be magical to virtually any other race and project the will of the creature within far beyond the ship.

Note that there is no requirement for a Necron fleet to include a Sepulchre and it is actually quite normal for them to consist of Scythes supported by Jackals.

The rules for the Sepulchre can be found in the Special Rules section later on.

ATTACK RATING

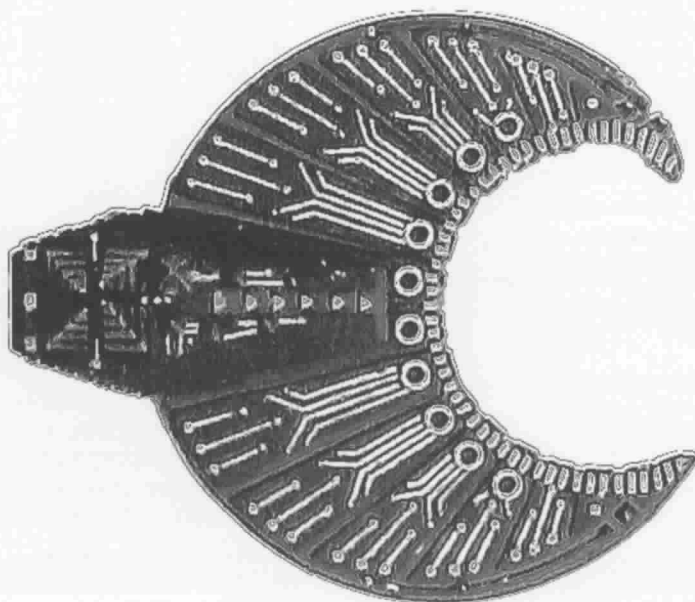
A raiding Necron fleet has an attack rating of 4.



A Scythe Harvest ship and it's escorts move to intercept an Imperial fleet.

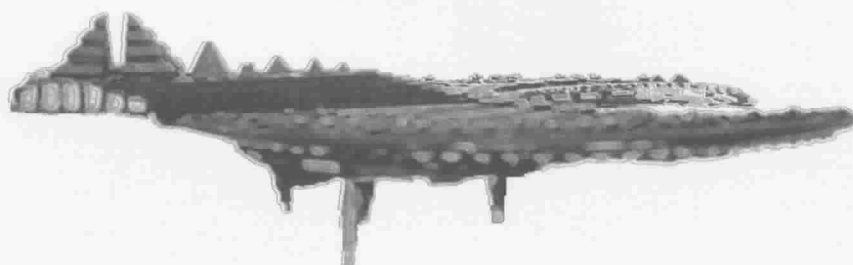
Cairn class Tombship

500 pts



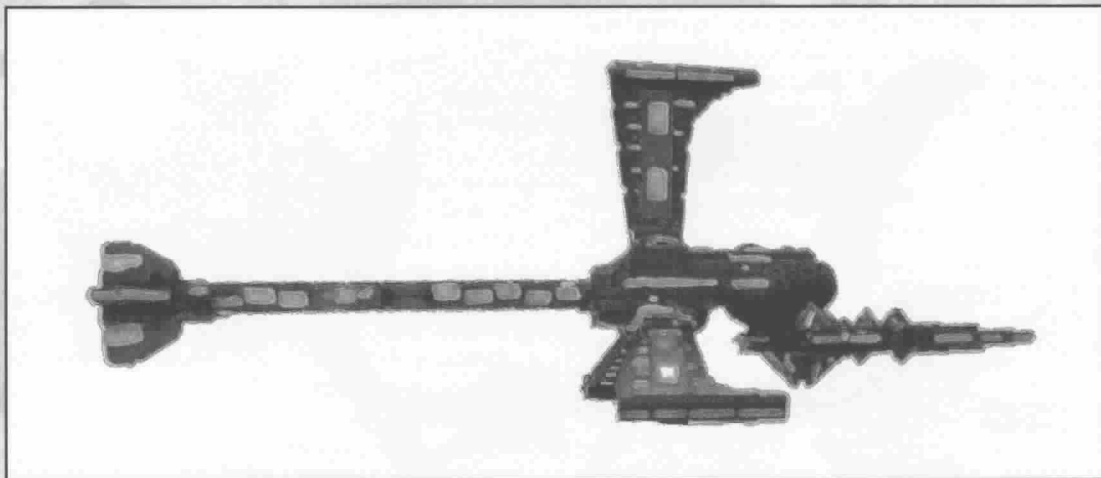
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	(4+ save)	6	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning Arc		30cm	20		Left/Front/Right
Star Pulse Generator		20cm	(1 per enemy)		All Around
Gauss Particle Whip		45cm	6		Left/Front/Right
Portal		10cm	3		All Around

Tombships are the largest Necron ships yet encountered by the Imperium. Tombships are large and terrifyingly well-armed craft, perfectly capable of defeating any Imperial battleship currently in service. Fortunately for the Necrons enemies, Tombships are by no means always present in a Necron raiding fleet, and so far have only been met on seven occasions. In each case the Tombship was part of a large force, and so far no Tombship has been met that was not escorted by at least three of the Scythe class Harvest ships described below. All of the Tombships so far encountered have been of the same general pattern, as least as far as can be ascertained from the reports of the engaging Imperial ships. Whether there are different or larger classes of Tombship so far remains a mystery, though one account of an engagement between an Ork fleet and the Necrons mentions a ship so big that it dwarfed an Ork space hulk. If this is true or simply typical Orkish exaggeration remains to be seen.



Scythe class Harvest ship

275 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	45°	(5+ save)	6	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning Arc		30cm	8		Left/Right
Gauss Particle Whip		45cm	4		Left/Front/Right
Star Pulse Generator		20cm	(1 per enemy)		All Around
Portal		10cm	2		Left/Front/Right

Harvest ships appear far more common than the Tombships, and have been part of every Necron fleet so far encountered. So far all of the Harvest ships encountered appear to belong to the same class, the only difference being the inclusion of a Sepulchre chamber on some of the ships (though this does not change their outward appearance). If this is universally true is unknown, though it may well be the case considering the uniform appearance and design of the Necron warriors that have been encountered so far. Although the Harvest ships appear lightly built compared to the

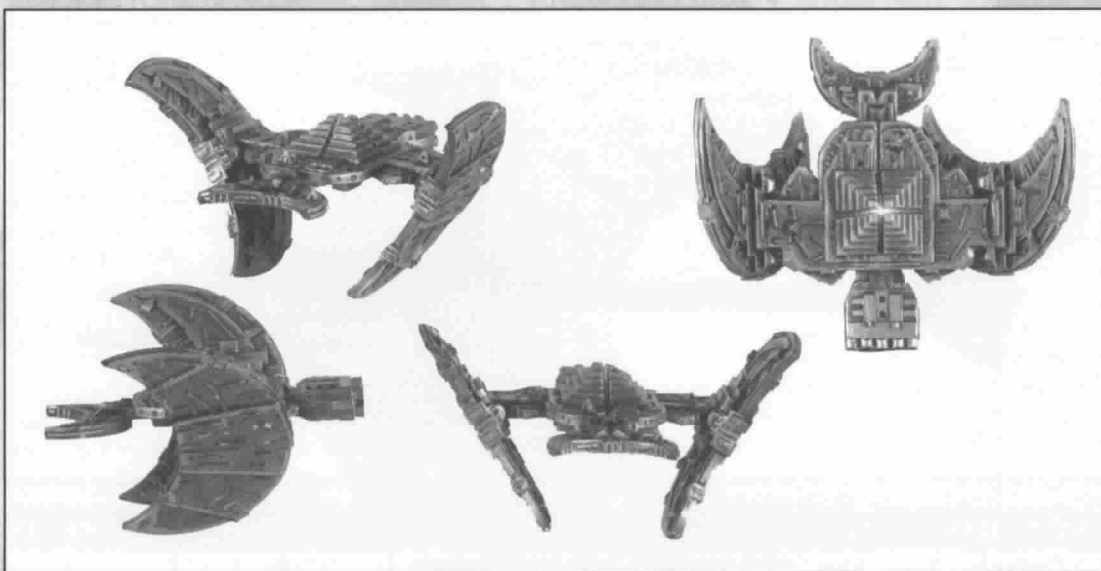
solid designs used by the Imperium, these looks are highly deceptive, and they have proved to be incredibly resilient and difficult to destroy. So far there are only three cases of Imperial ships being able to disable a Harvest ship, and in all three cases it required the firepower of several capital ships to achieve the feat. The Harvest ships resilient design combined with the sophisticated and devastatingly effective Necron weaponry they use makes them a match for all but the largest Imperial craft.



NEW RULES

Shroud Class Light Cruiser

155 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	30cm	45°	(5+ save)	6	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning Arc		30cm	10		Front/Left/Right

Special Rules:

The Shroud is an especially stealthy vessel. Its hull is a further refinement of the normal Necron design, which is even harder to detect. As long as it is not crippled a Shroud will never activate orbital mines or grant the enemy bonuses to their Command rolls if it is on special orders. The Shroud's superior sensors are capable of relaying information gleaned to the rest of the fleet. If a Necron fleet has any uncrippled Shrouds on the battlefield the whole fleet will get an extra +1 to their Command rolls when any enemy vessel is on special orders. Otherwise the class follows all the normal rules for Necron vessels in BFG magazine 3.

The Shroud class was first recorded in 992.M41 during an engagement with Battlefleet Pacificus. In the six years immediately after, vessels of this configuration were observed on three occasions and each time disengaged before Imperial vessels could bring them under fire. It was believed that either the class or the crew was being tested in some way. Any preparation ended in 998.M41 when five Shrouds launched a suicidal assault on the Adeptus Mechanicus' Mars installation.

The Shrouds managed to get past the Titan monitoring station undetected but were fortuitously detected by a commercial system freighter. Reacting quickly, several flotillas of system defence ships were deployed on intercepting trajectories. The Shrouds danced through the slow system ships their lightning arcs ripping through the hulls of any that managed to get within range. The Shrouds

were travelling at incredible speed whilst still manoeuvring effectively. The helpless system ships at least managed to project the hostiles approach vector.

The venerable monitor 'Javelin', its ancient engines straining was the last vessel to engage them. Its captain, Hieros Vallucci interpreted the data from the system defence ships correctly and positioned 'Javelin' ahead of them. Before engaging Hieros reported that his augurs were providing negligible targeting information. A single volley from the lead Shroud then destroyed the well-shielded 'Javelin'. Further interceptors were not despatched, as the Necron squadron entered one of the outermost orbital minefields. The Shrouds raced through thousands of orbital mines without activating any of them. Whilst in the minefields Mars' augurs lost the Shrouds and when they emerged their speed carried

them past the Deimos chain of orbital weapons platforms before their batteries could lock on to them.

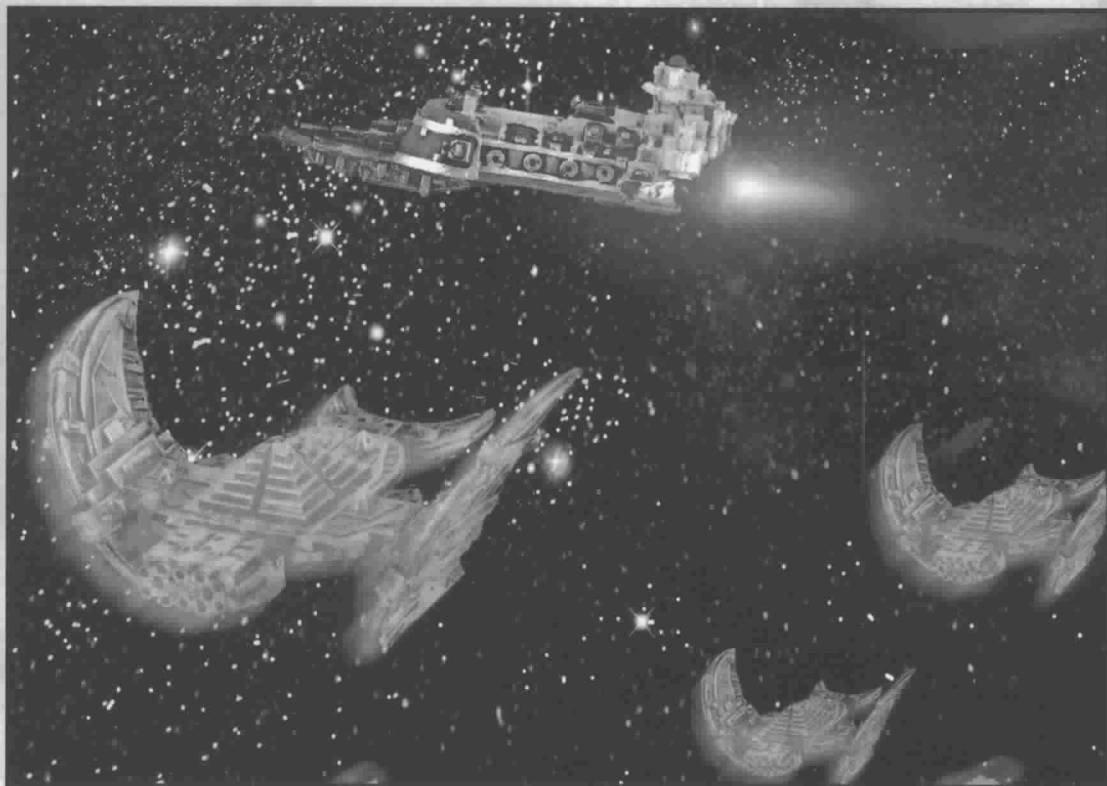
The Phobos line was more formidable though, including a higher proportion of orbital lance platforms and enjoying a far greater overlap of fire zones. Expecting the incoming ships to attack the fleet anchorage over the northern polar region the platforms held fire waiting for the Necron ships to enter their web. Turning sharply the raiders powered away from the Imperial Fleet and skimming Phobos itself set course for Mars. Momentarily surprised the orbital platforms of the Phobos line opened fire. Initially ineffective, the fire built in intensity. Inevitably one Necron ship began to drop off the pace as the mighty defence lasers overwhelmed its hull's capacity for self-repair. An easy target, it was hit again and again as the gunners followed their instincts and training. With a chilling ruthlessness the nearest Shroud swung around enough to bathe its stricken comrade in carefully directed arc lightning. The resultant explosion overloaded every augury array in the Phobos line for a second. In that instant the Necron Shroud squadron broke through the line.

Unable to catch the raiders themselves the Navy vessels unleashed their attack craft like a pack of dogs being set to run down a fox. The Necrons ignored the pursuit though and plunging through the thin atmosphere began furiously attacking mining works in the

canyons of Noctis Labyrinthus. The valleys in this region are full of clouds composed of ice crystals, which make targeting very difficult. No Imperial vessel could possibly have manoeuvred at such speed in the labyrinth yet the Shrouds were able to evade the pursuit of the smaller attack craft. For several hours the mine workings were systematically destroyed but the Necrons had to pay a costly bill for their adventure. Imperial navy vessels launched a total of 120 Starhawks, some for back-to-back missions to locate and destroy the Necron vessels. The job was finally done at considerable cost, although it is known that at least one of the raiders was able to affect a landing before later being destroyed on the ground.

It is unknown why the Necrons performed such an apparently pointless mission. The Adeptus Mechanicus have been reluctant to discuss the incident, although they have placed a *perdita* zone around Noctis Labyrinthus enforced by an entire Skitari Legion.

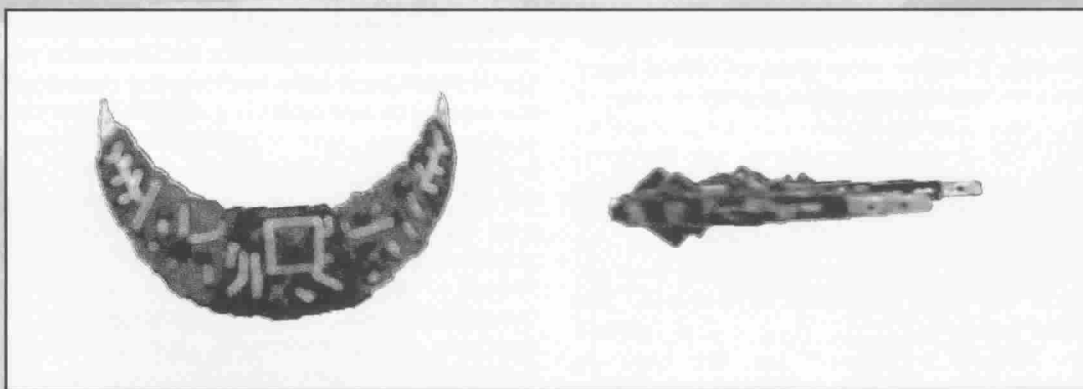
Since the Mars gambit, Shrouds have been identified on six occasions acting as the long-range eyes and ears of the Necron fleet. They excel at their job because no Imperial ship with any chance of catching a Shroud could possibly defeat one if they caught it. They pose a grave threat to Imperial Navy installations. If they can penetrate the defences of Mars with such ease then there is no base which can be considered safe.



NEW RULES

Jackal class Raider

50 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40cm	90°	(6+ save)	6	1
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Lightning Arc	30cm		4		Front
Portal	10cm		1		All Around

Necron fleets have so far always included numbers of smaller ships roughly equivalent to Imperial escort vessels. Although there have been two instances of such craft operating on their own, this seems to be the exception rather than the rule, and it appears that they are usually very closely controlled by the Tombships or Harvest ships in the fleet. The Jackal is the slightly larger of the two types of escort so far encountered, and has been present in every Necron fleet so far engaged by Imperial forces.

Dirge class Raider

40 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	50cm	90°	(6+ save)	6	1
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Lightning Arc	30cm		3		Front

The Dirge class Raider is the smaller of the two escort sized Necron ships, and appears to be somewhat rarer. Whether this is universally the case or simply a matter of chance is unknown.

NECRON FLEET SPECIAL RULES

The following special rules apply to ships in the Necron Fleet.

NECRON WEAPONS

Lightning Arc

Stored solar energy is released as a forest of living energy tendrils which envelop targets probing for weaknesses. Lightning Arcs function as weapon batteries with two differences, firstly they get no adverse column shifts for holofields (the bolts do not need to see) and all targets are treated as closing.

Lightning Arcs with multiple fire arcs can divide their total Firepower. A Lightning Arc can be split between its fire arcs in anyway the player desires. So for a Tombship, it's strength 20 Lightning Arc can fire 5 Firepower to the front, 12 to the left and 3 to the right. Next turn it could fire 20 Firepower to the right, and none elsewhere.

Gauss Particle Whip

This is the preferred ranged weapon of the Necron Raiders. A particle beam is projected along a magnetic field across a short (at source) arc, the arc is sufficient to crack the particle beam like a whip. When a target is hit the beam is energised focusing power similar to the Lightning Arc batteries, but on a much smaller

target area. The Particle Whip is treated like a lance except any rolls to hit of 6 bypass shields and effect the target ship directly and are unsavable by holofields

Portal

Portals are more precise than conventional teleporters and are able to flood enemy ships with a relentless host of Necron Warriors and swarms of Scarabs. Each portal confers an additional hit and run attack to the Necron vessel. These have a range of 10cm and as normal can only be made against ships whose shields are down. The usual restriction that teleport attacks can only be made against ships with less remaining hull points is waived, with the exception that Necron Raider class vessels do not carry enough Warriors to board anything with more than 6 hull points remaining.

Star Pulse Generator

The Star Pulse generates an pulse of energy with a radius effect of 20cm, which does not effect other Necron ships. Each pulse generator gets one roll to hit against each ship or piece of ordnance in range. Holofields offer no defence. A starpulse cannot be generated while the vessel is using any special order or crippled as it requires precise control.

The Farsight banked steeply away from the enemy, all her port weapons batteries blazing. Squadron Omni turned in her wake, also pouring fire as the remaining battleline crossed the enemy prow.

Such well versed tactics proved ineffective. Stauffen could see no evidence of damage to the enemy mothership.

Two more enemy vessels appeared, each a flat crescent shaped disk, glowing with a strange light against the blackness of space. They were closing so fast he hardly had time to react.

Again the Destroyers fire seemed ineffective, the enemy just seemed to

dissipate upon impact.

As the destroyers continued to turn an arc of lightning from the speeding craft disabled the rearmost vessel in the line. All communications with the stricken escorts bridge where down.

'Too late to save her' thought Stauffen, if any where to escape from this disaster then they would have to run. He ordered the destroyers back to Yuctan station, and brought the Farsight round to interpose it between the destroyers and the mothership, which was accelerating after them.

The Destroyers completed their turn and fled away

from the ambush, they scattered to best avoid pursuit. Meanwhile the Farsight sat awaiting the motherships attack, all gun decks at the ready.

The mothership closed with unreal speed. A whip of lightning crackled from the prow, spiralling around the Farsights hull and holding it tight in its grasp. Stauffens bridge crew wrestle for control in vain, as systems began to fail. Control panels exploded sending bodies flying across the bridge. All targeting systems had failed. The Farsight was a sitting duck. Stauffen commended his crews souls to Emperor as he ordered the plasma reactors to be overloaded.

NEW RULES

Sepulchre

Only utilised by the largest Necron vessel in a fleet. The Sepulchre is used to attack one enemy ship that is within 20cm range. When the Sepulchre is used make a Leadership test for the enemy vessel being attacked, as a wave of palpable psychic force is generated from the Necron ship. The crew are paralysed by visions of horror, if discipline is lost then the crazed crew are likely to do damage to their own ship as they rampage uncontrollably.

A ship attacked by the Sepulchre should take a Leadership test. If they pass the Captain cracks some heads and restores order. If it is failed then the ships Leadership is permanently reduced by 1, representing the loss of morale and trust. Also the ship may not use any special orders until after the end of their next turn. This includes 'Brace for Impact'. Any ordnance within 20cm of the Sepulchre (except for non-boarding torpedoes) are destroyed on a 4+. A Necron ship may only unleash its Sepulchre when the ship is **not** on any special orders or crippled.

A Necron ship carrying a Sepulchre automatically gains a Leadership of 10.

NECRON SHIP SYSTEMS

Inertialess Drive

Necron drives are capable of interstellar travel without the need to enter the warp. The drive is fired whenever 'All Ahead Full' orders are issued; instead of obeying the normal rules for this order the ship gains D6 x 10cm additional movement and can make a turn for every 20cm it travels.

Reactive Hulls

Necron ships are made of a unique sentient metal. To represent these factors all Necron ships with a reactive hull are immune to damage, leadership and movement modifiers from solar flares, radiation, gas clouds and blast markers. All Necron ships are Armour 6 representing the difficulty of targeting them, and in addition receive a special save against each hit to represent the hulls adaptive qualities. The save is 6+ for Raiders, 5+ for Harvesters and Scythes and 4+ for Tombships. If the Necron vessel uses 'Brace for Impact' then the save is modified to 2+ but its stealth properties are instantly compromised. A Necron ship on Brace for Impact orders is reduced to armour 4. Last, but by no means least, all Necron Critical repairs are made on 4 or more as the sentient metal attempts to self repair.

DISENGAGING

Necrons will always prefer to disengage than fight to the end. They do this by 'fading out', the vessel in question dematerialises and drops

out of normal space. At the end of its movement phase any Necron ship may perform a fade out disengage automatically.

At the end of a game including normal victory points count up the Necron losses using the following modifiers: -

- Any capital ship that disengages with no damage whatsoever counts as 10% destroyed.
- Any capital ship that disengages with any damage at all or any raider that disengages counts as 50% destroyed.
- Any capital ship that is crippled counts as 100% destroyed.
- Any capital ship that is destroyed but not left as a drifting hulk counts as 200% destroyed.
- Any capital ship that is destroyed and left as a drifting hulk counts as 300% destroyed.

NECRON REPAIR POINTS

Due to advanced nature of Necron technology all Necron ships must expend double the normal amount of repair points to repair hits and buy new ships when playing in a campaign.

NECRON CRITICAL HITS TABLE

2D6	Result
2	Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in Port Arc.
3	Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in Starboard Arc.
4	Power Flow Disrupted. May not fire Lightning Arc in any Arc.
5	Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in any Arc.
6	Drive Damaged. May not change facing until repaired. Permanently reduce the ships Ld by -1.
7	Drive Damaged. Reduce movement by -5cm until repaired. Permanently reduce the ships Ld by -1.
8	Inertialess Drive Damaged. May not use 'All Ahead Full' special orders until repaired. Permanently reduce the ships Ld by -1.
9	Sepulchre Damaged (if present otherwise roll again). The ship loses the ability to use its Sepulchre until repaired. Permanently reduce the ships Ld by -2.
10	Command Core Damaged. Permanently reduce the ships Ld by -3.
11	Power Surge. +D3 damage points. Permanently reduce the ships Ld by -2.
12	Ruptured Power Core. +D6 damage points. Permanently reduce the ships Ld by -2.

NECRON REAPER FLEET

From their ancient origins come the Necrons, their only known purpose is "the harvest". Their extremely powerful ships attack using alien weaponry far surpassing that of the Imperium's technology. Luckily the size of their fleets remains small. Emperor have mercy if they ever decide to attack in greater strength.

Scythe Class Harvest Ship



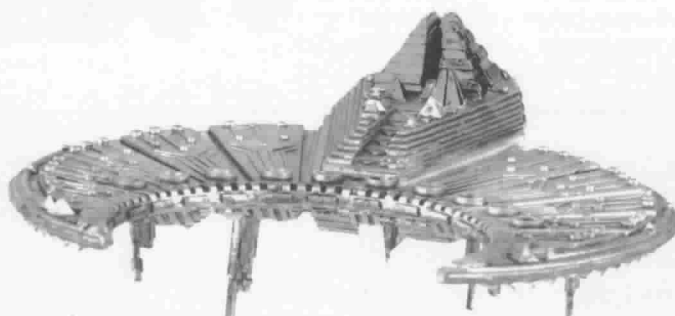
Dirge Class Raider



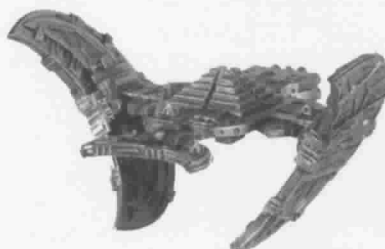
Jackal Class Raider



Cairn Class Tombship



Shroud Class Light Cruiser



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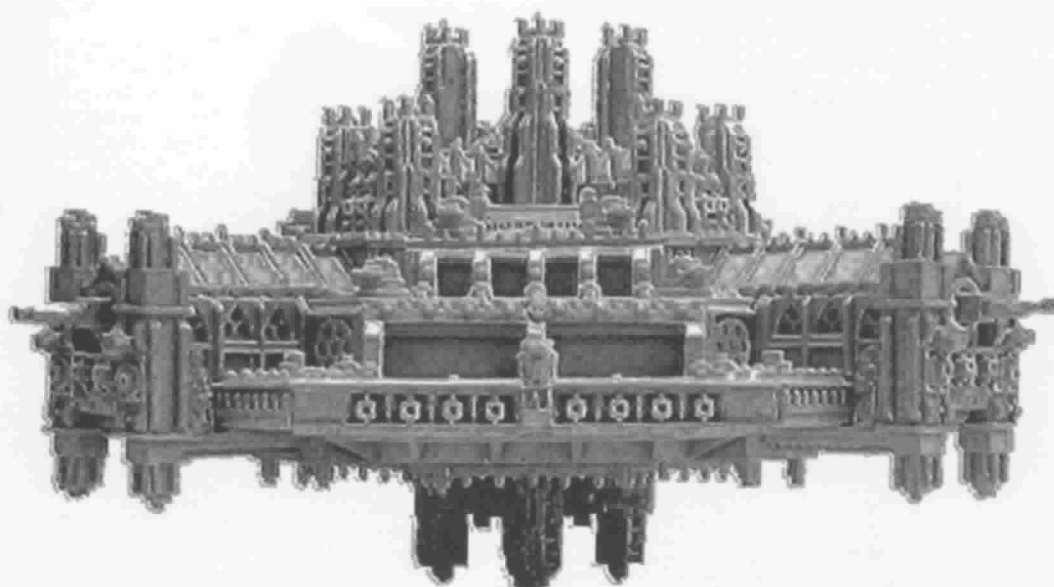
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RAMILIES CLASS STAR FORT



RULES FOR FORGEWORLD'S MODEL

by ANDY CHAMBERS
HISTORY

The Ramilies class star fort has formed a vital lynch pin in Imperial strategy since the earliest days of the Great Crusade. It was designed, according to Mechanicus legends, by the hitherto unknown Artisan Magos Lian Ramilies from STC materials captured in the purgation of the 'Stone World', Ulthanx. The Hyper-plasmatic energy conduction system used by the Ramilies is barely understood by the Tech Priests in current times, but thanks to the STC system it is still reproducible and has guaranteed endurance of over 3,000 years. The greatest advantage of the Ramilies by far is that its powerful generators can erect a warp-bubble over the entire structure enabling it, with the aid of seventeen navigators and an attendant fleet of tugs, supply ships, war ships and system craft, to enter the warp and be towed to different star systems. This operation, always perilous, has resulted in the

loss of over twelve hundred Ramilies Stars Forts in their ten millenia of service to the Emperor. However each journey has shortened Imperial campaigns by years at a time by allowing the Imperial fleet to move repair, command and resupply facilities right up to the front line, saving its ships lengthy return trips to temporary supply bases or full repair dock facilities far behind the warzone.

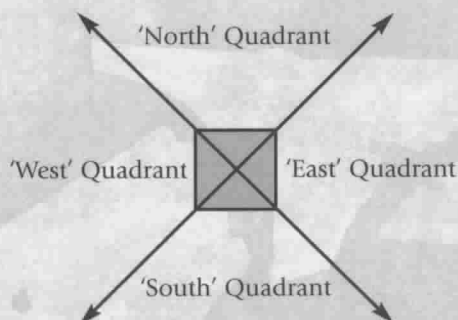
The Ramilies itself is heavily armed as befits its role and fully capable of fighting off a fleet of attackers if need be. On occasion they are commanded to be placed as permanent orbital bombardment emplacements over embattled worlds, or act as part of the defences of a vital system. At any one time Cypra Mundi will include between six and eight of these gigantic fortresses as part of its orbital ring. Some are used as Adpetus Mechanicus deep space research facilities for projects too secret to be placed near any inhabited world. Others have gone to the Inquisition to be used as hidden fortresses for that clandestine and all-powerful organisation. Over the centuries blasphemously altered

rebel star forts have been sighted sighted likewise supporting Chaos renegade fleets. Such abhorrence is attached to these twisted parodies that they are pursued doggedly by Imperial Navy Captains, but the last accredited destruction of one was in the Tauran Annulus in M.39. Ork raiders have captured partially crippled Ramilies at least six times, most memorably in the notorious 'Skaggerak incident' during the Segmentum Obscurus fleet review of 975.M41

SPECIAL RULES

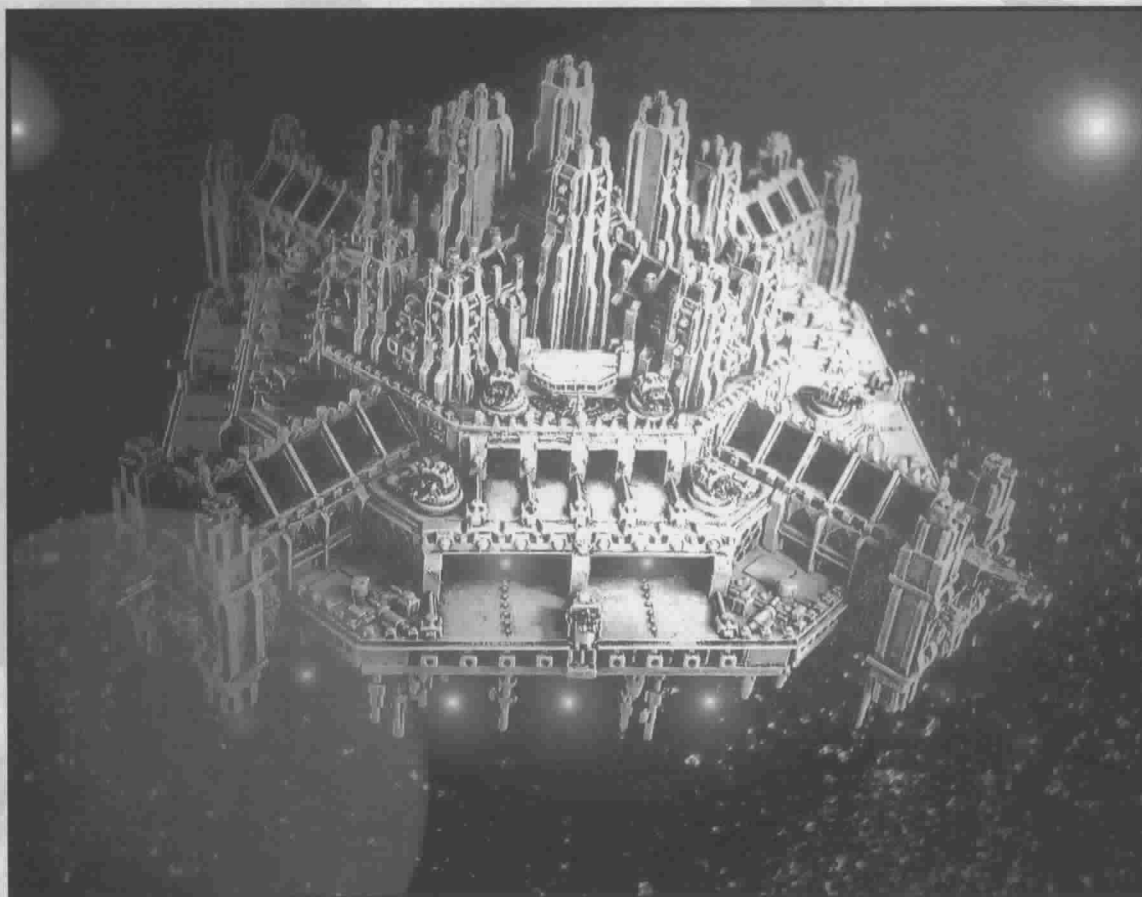
- The Ramilies star fort is so large that its weapons, hits and defences are divided up into four 'quadrants' representing the different sides of the space station. When the star fort is fired upon determine which quadrant the firing will hit by tracing a straight line from the stem of the firing ship to the center of the fort. Likewise when ordnance hits it will be resolved against the quadrant of the fort it moves in from.

Nova Cannons and Armageddon Guns can score a 'full on' D6 hits only against the quadrant most under the centre hole of the marker when it hits.



All damage and criticals only affect the quadrant that they are inflicted against unless specifically noted otherwise. Quadrants are crippled individually once they are reduced to 6 damage points. Once a quadrant's hits are reduced to 0 any further hits plow into the drifting wreckage and do no further damage, treat that quadrant of the fort as an asteroid field from now on.

- Hit and run raids are likewise resolved only against the quadrant they are directed at and will not affect other quadrants.



NEW RULES

RAMILIES CLASS STAR FORT

875 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12 per quadrant	0cm	0	4 per quadrant	5+	4 per quadrant
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Quadrant Batteries					
Weapons Battery	60cm		12		quadrant
Lance Battery	60cm		5		quadrant
Launch Bays	Fighters (30cm) Bombers (20cm)		4 squadrons		-
Basilica Batteries					
Weapon Battery	45cm		4		all round
Torpedo Silos	Speed (30cm)		9		all round

● The Ramilies cannot be boarded by ships. Whole regiments would be needed. The only vessel that may attempt to board a Ramilies is a Space Hulk, as only a Space Hulk has sufficient numbers of troops.

● Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 damage points.



SPECIAL ORDERS

Unlike most defences, the command control and communications of the Ramilies is superior to even that of a Warship. To represent this a Ramilies can use the following combat orders;

Reload Ordnance

Lock On

Brace For Impact

Ramilies are also typically manned by experienced personnel, so their Leadership is rolled as for capital ship. A Ramilies also has a single command check reroll which may be used when it attempts to roll special orders. Fleet commanders may be placed aboard a Ramilies, in which case their own Leadership value is used by the fort and the fort's reroll is added to the commanders own rerolls so that it can be used throughout the fleet.

SPLIT ORDERS

The internal communications of the Ramilies mean that its different quadrants can use different squadrons can use different special orders. For the purposes of issuing special orders to the Ramilies the owning player can effectively divide the quadrants up into squadrons and then issue special orders to each in turn.

For example, the player wishes to issue Reload Ordnance orders to the north and east quadrants, while Locking On with the the south and west. Only two command checks are made for the two pairs of orders. If later in the turn the player needed to Brace For Impact he could do so with a single quadrant only, leaving the rest free to reload or lock on again next turn.

Weapons mounted on the central Basilica count as operating under the special orders of all of the quadrants, so it entirely possible for them to be locked on, reloading and braced all at the same time. Brace for Impact orders will halve the firepower and ordnance strength of the Basilica weapons as normal.

ORDNANCE

Individual quadrants have their own ordnance and will run out on doubles as normal. basilica weapons are considered to have an unlimited supply of torpedoes and never run out.

SHIELDS AND BLAST MARKERS

Each quadrant has its own shields, when blast markers are placed put them in contact with the appropriate edge of the fort's base. In the End phase D6 blast markers are removed from



the whole of the Ramilies fort, not D6 blast markers per quadrant.

DOCKING

Friendly ships in contact with the Ramilies model can halt their movement just as if they were in a gravity well. If they wish to turn they may use Burn Retros special orders without taking a command check to do so. If a ship is in contact with one of the four inter-quadrant docking piers it can fully dock. While fully docked a ship it gains an extra four dice when rolling for damage control during a battle and can restock ordnance if it has run out by remaining in contact with the pier and successfully using reload ordnance special orders for two consecutive turns, being reloaded on the third turn. Even while fully docked the ship is still targeted and attacked separately to the fort, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings.

For more detail see p7 of Warp Storm.

DEPLOYMENT AND SCENARIOS

A Ramilies can be deployed as an orbital defence or, in appropriate scenarios such Planetary Assault, Exterminatus, Surprise Attack, or Hunter, Prey as a replacement for a planet. In such scenarios orbital defences may be sited within 30cm of a Ramilies class Star Fort. A Ramilies is bought from the fleet's points, rather than defences to represent its rarity and importance. Ramilies may only be used by prior agreement in competitive games (it's unlikely to be ambushing you in the middle of a fleet engagement after all), but can prove to be a good 'surprising find' for players in Umpired scenarios.

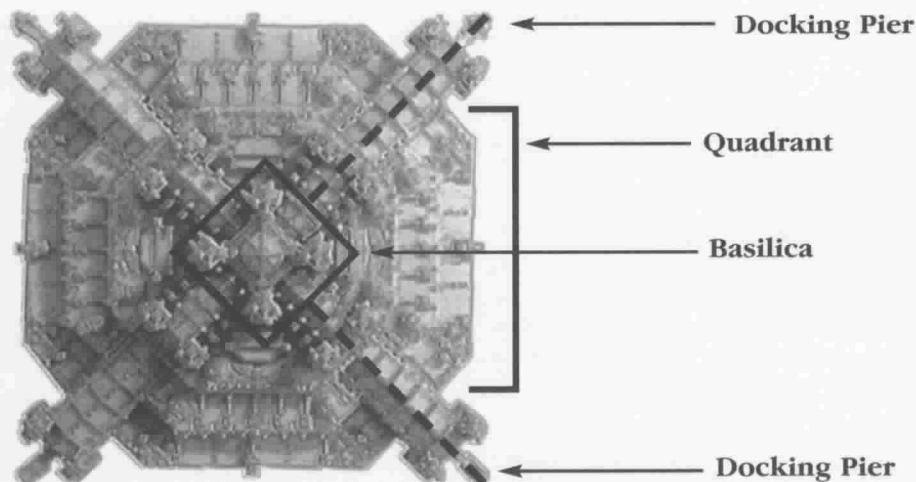
AVAILABILITY

The Ramilies is available to Imperial and Chaos Fleets. Special scenario's can be devised to represent Orks and Eldar using a captured Ramilies.

THE FORT IN CAMPAIGNS

In a campaign a Ramilies can only be gained by a commander of eleven or more renown by

NEW RULES



making a dedicated appeal needing a 5+ to succeed. Alternatively the commander may surrender control of one forge world or Hive planet and be granted a Ramilies by way of replacement. A Ramilies generates repair points equivalent to a pirate base and players can attempt to attack it in the same way as a pirate base. In addition to generating repair points the Ramilies enables one capital ships or escort squadron withdrawn for full repairs to return before the start of the players next game on a D6 roll of 4+.

If a Ramilies is found it can be moved to try and prevent further attacks on it. If the owning player decides to move his fort he must roll a D6. On a roll of 1 the fort is lost in the warp and must be struck from the roster. On a 2 or

more the fort relocates successfully and must be found again before it can be attacked.

RAMILIES CLASS STAR FORT CRITICAL DAMAGE TABLE.

Some of the larger defensive platforms like space stations and the Ramilies have multiple hits. When it comes to taking damage defences with multiple hits work just like capital ship. They can suffer criticals just like capital ships and get crippled once they have lost half of their damage points. Remember that critical hits against the Ramilies only affect the quadrant they are scored against unless the result specifically states otherwise.

CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2-3	+0	Lances damaged. The quadrant's lance array is taken off line by the hit. The quadrant's lance armament may not fire until it has been repaired.
4	+0	Main armament damaged. Heavy damage silences some of the quadrant's weapon batteries. They fire at half strength until it has been repaired.
5	+0	Ordnance Bays hit. The quadrant's ordnance bays are ravaged by explosions. No ordnance may be fired by the quadrant until the bays have been repaired.
6	+1	Reactors damaged. The Hyper plasmatic reactors are damaged, shutting down the power grid to the defences. Until the damage is repaired the quadrant's shields and turrets are at half strength.
7	0	Fire! Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the End Phase, if the fire is not put out it causes 1 point of extra damage and keeps burning.
8	+D3	Hull breach. A huge gash is torn in the quadrant's hull, causing carnage among the crew.
9	0	Command Tower Struck. A command tower on the central basilica is torn away. The Ramilies Leadership value is reduced by -2 points. This damage may not be repaired.
10	0	Shields Collapse. The shield generators overload and burn out, leaving the quadrant's virtually defenceless. The quadrant's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	Basilica penetrated! The main basilica is struck, causing immense destruction as the torpedoes stored there explode and wreak havoc. All quadrants suffer D3 damage and the Basilica weapons are lost.
12	+D6	Reactor Struck! The central plasma reactor at the heart of Ramilies is struck, all four quadrants suffer an extra D6 hits from the resulting power surges and leaking plasma. Roll another critical damage result immediately and apply that to the quadrant struck.

CATASTROPHIC DAMAGE TABLE

Once all four quadrants of the Ramilies are reduced to 0 damage points roll a D6 to see what happens to the vast wreck.

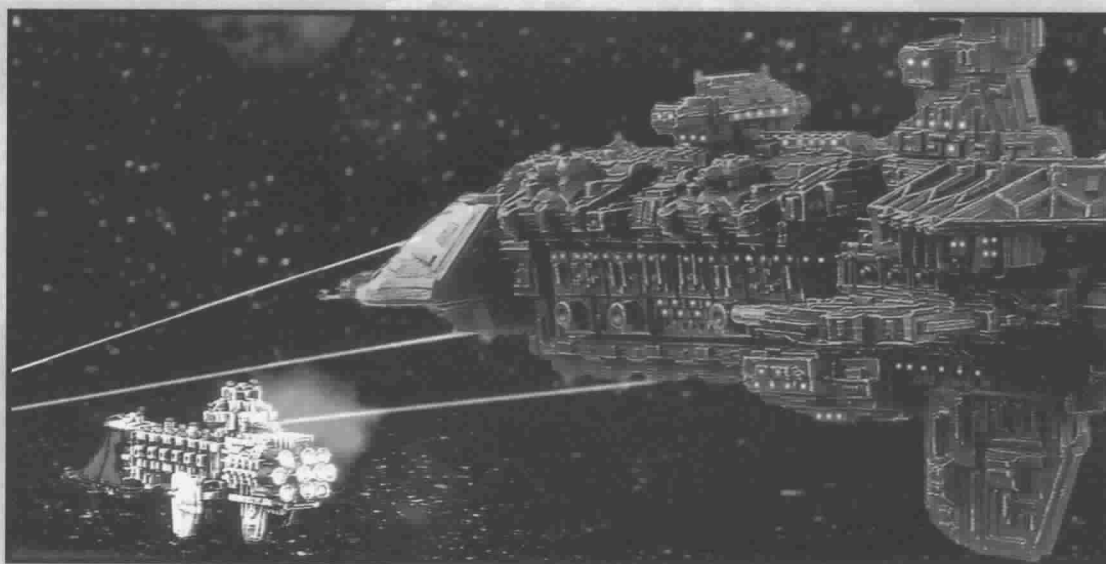
D6 Roll	Blast Markers	Result
1-2	0	Wrecked. The main structure of the stations survives somehow with parts intact and even some pockets of atmosphere. Venting gases and wreckage block line of fire across the wrecked fort, treat anyovement through it as moving through an asteroid field.
3	0	Structural Collapse. The area is filled with huge chunks of wreckage as the fort comes apart. Place a 15cm diameter asteroid field where it was.
4-5	2D6	Hyper-plasma Meltdown. The sophisticated reactor of the Ramilies goes critical in spectacular style. Resolve eight lance shots at every ship within 4D6cm. All ordnance within that distance is removed. All other ships, defences and ordnance markers on the table suffer the effects of solar flare centred on the fort as noted on p47 of the Battlefleet Gothic rulebook. Finally the fort itself is replaced by 2D6 blast markers.
6	0	Warpbubble Implosion. The Ramilies is drawn into the warp by an instantaneous collapse of its warp bubble generator. Resolve four lance shots at every ship and ordnance marker within 4D6cm. Then replace the Ramilies with a Warp Rift as detailed on p45 of the Battlefleet Gothic rulebook. All ordnance and ships on the table top are then drawn 15cm towards the Rift immediately and if moved into it will beaffected is noted in the celestial phenomena rules.



NEW RULES

VENGEANCE CLASS GRAND CRUISER

NEW RULES FOR A NEW SHIP CLASS
by Warwick Kinrade



Designed by John Manders, one of the studios master mouldmakers, the Vengeance class first started out as the Furious class Grand Cruiser. Most of you will recognise the Furious as Bob Henderson's winning design from the Planet Killer 'Design a Ship' competition. We liked his idea of a ship that straddled the line between Chaos and Imperial ship design so much, and though his conversion looked great, that we got John on the case to professionally sculpt the ship based on the idea.

Of course, once everybody had included their suggestions about what the final ship should look like, how the model would work with the current range of plastic sprues etc, in the end what we had was an entirely different-looking model.

So we decided that what we actually had, drawing on Bob's original idea, was a different class of ship. Hence, the Furious was renamed the Vengeance.

Because the ship sits between Imperial and Chaos designs we thought it would be a nice touch to allow both fleets to use it. Either it is a very early Imperial ship (hence the prow), or a very late Chaos ship.

The next nice touch was that John designed the ship in such a way as to fit with plastic weapons sprues. The top weapons points on the Vengeance will take any of the Chaos weapons batteries, lance batteries or launch bays. The lower weapons points will take any of the Imperial weapons batteries, lance batteries or launch bays. This is on top of having its own unique parts as well. And this was not all.

John had been even more cunning. The Vengeance's bridge will also fit either of the plastic Chaos bridges, whilst its forward fire control bridge, midway along the ships hull, can be replaced by the plastic Imperial bridge.

This gave us a bewildering array of possible new ships from the one hull (literally hundreds if my maths is good - which it isn't!).

This month, we are releasing the Vengeance itself and two conversions; the Avenger and Retaliator, one an Imperial vessel, the other a traitor. Next month we will detail two more conversions, again one for each side, the Executor and the Exorcist class.

You can find details of how to buy these conversions kits on the mail order pages.

Enjoy!

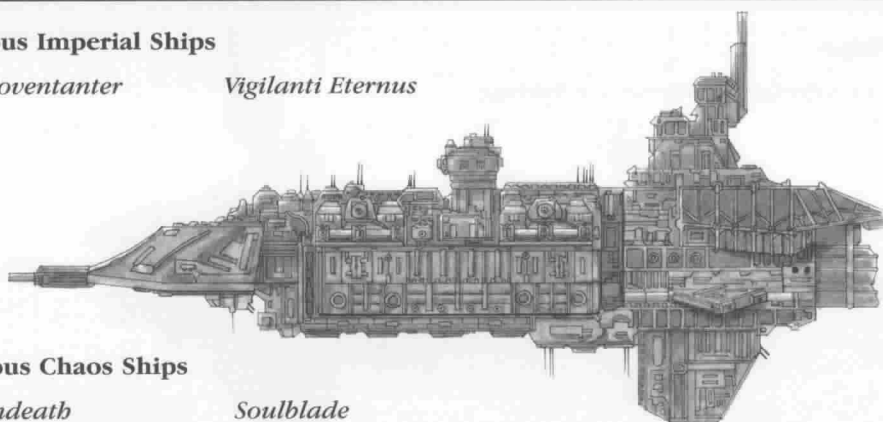
NEW RULES

VENGEANCE CLASS GRAND CRUISER.....230 pts

Famous Imperial Ships

The Coventanter

Vigilanti Eternus



Famous Chaos Ships

Dawndeath

Soulblade

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		45cm	2		Left
Starboard lance battery		45cm	2		Right
Port weapons battery		60cm	10		Left
Starboard weapons battery		60cm	10		Right

The Vengeance class straddles the line between earlier and later Imperial ship design.

The ship can be seen with the beginnings of the characteristic armoured prow, although as yet the extra armour had not been added. Today, the Vengeance remains part of the Imperial fleet reserve, regarded by most admirals as an old warhorse, past its best days. Vengeances have also been identified as part of Traitor fleets, dating back to the mass mutiny that split the Imperial fleet in half during the Great Betrayal. Since then Imperial ship design has slowly evolved, but within the warp, where time does not follow a linear path, ships can survive untold millenia as if it were only yesterday. Within the Eye of Terror it is believed that ships which actually fought in the great battles of the Heresy may still exist.

The active Vengeance class Grand Cruisers that are part of the Segmentum Obscurus fleet are generally deployed in squadrons whose ongoing mission is to patrol and defend the systems lying around the Eye of Terror in a constant vigil against Chaos incursions. Other Vengeances are scattered across Imperial fleet reserves throughout Segmentum Obscurus and Segmentum Pacificus, as second-line units, replacement squadrons and mothballed as war reserves.

Several patrolling squadrons of Vengeance's have, whilst engaged in routine duties, strayed into the Eye itself, either lured there in pursuit of raiders or caught in a sudden and unpredictable flare or expansion. Such patrols are never seen again, although reports of Vengeance class Grand Cruisers supporting renegade raids and even Black Crusades have been on the increase.

INCLUDING A VENGEANCE CLASS IN YOUR FLEET

You may include a Vengeance in either a Chaos or Imperial fleet.

For the purposes of including a Vengeance in an Imperial fleet they count as a Battlecruiser. Like a Battlecruiser you may include one Grand Cruiser in your fleet for every two cruisers. This is instead of a Battlecruiser, not as well as.

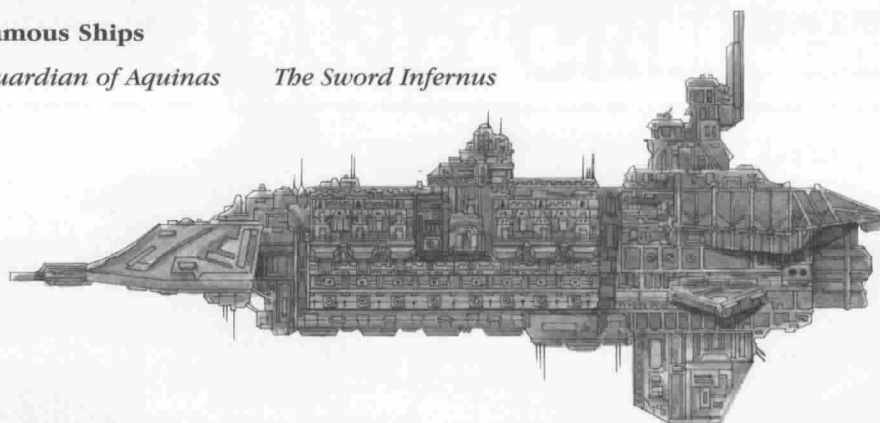
For the purposes of including a Vengeance in a Chaos fleet they count as a Grand Cruiser. You may include one Grand Cruiser in your fleet for every three cruisers or heavy cruisers.

NEW RULES

AVENGER CLASS GRAND CRUSIER.....220 pts

Famous Ships

Guardian of Aquinas The Sword Infernus



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port weapons battery		30cm		16	
Starboard weapons battery		30cm		16	
				Left	
				Right	

The Avenger is a hang-over from earlier days, and earlier fleet tactics. It is a gun boat, designed as a line breaker. The squadrons of Avengers would deploy behind a shield of escort vessels or light cruisers. As the fleets closed the range they would accelerate to full speed, racing into the midst of an enemy fleet. Once in the heart of the enemy it would sit, its heavy batteries blazing left and right, trading barrages at point blank range. The plan called for two or three squadrons of Avengers to cause (and usually take) very heavy damage, but its big batteries could out-shoot most enemies at close quarters. The disruption and damage caused by this brutal tactic of close quarters slugging would leave the enemy fleet in disarray, and easy prey to follow waves who could then mop up.



As tactical doctrine changed so the Avenger's place in many Imperial fleets became redundant. The Avenger was relegated from front-line duty. Many had their batteries stripped out for use elsewhere. Some squadrons were mothballed in fleet reserves, but when hard-pressed, the Avenger can once again be seen racing into the heart of the enemy.

INCLUDING AN AVENGER CLASS

You may include the Avenger in an Imperial fleet. They count as a Battlecruiser. Like a Battlecruiser you may include one Grand Cruiser in your fleet for every two cruisers. This is instead of a Battlecruiser, not as well as.

MAKING AN AVENGER CLASS

To make an Avenger class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos weapons batteries.

Next, replace the Vengeance's metal weapons batteries in the lower weapon positions with two plastic Imperial weapons batteries. Again, do this on both sides.

Now you should have a Grand Cruiser with weapons batteries in all of it's 'hard points'.

As a final touch replace the metal forward fire control bridge on the Vengeance with the plastic Imperial bridge. Complete, one Avenger class is ready to be sprayed and painted to match the rest of your Imperial fleet.

Note: You will need two Chaos cruiser weapon sprues to make this variant.

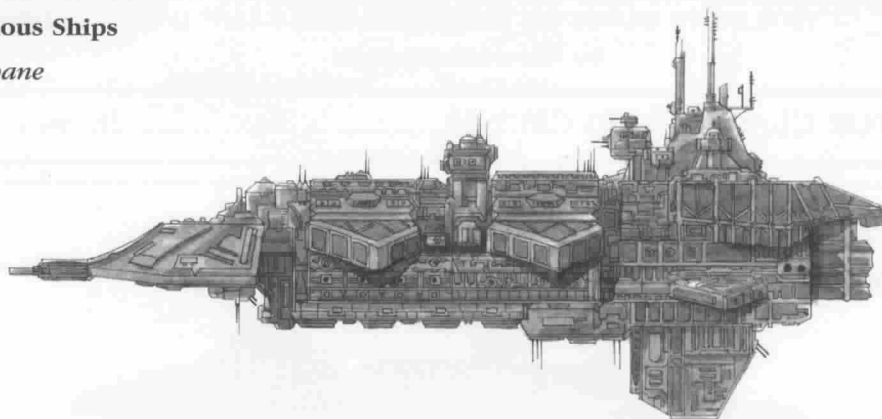
'All ahead full and damn the torpd...'

*Final order of Captain Rienhard of the
Avenger class Grand Cruiser
'The Sword Infernus'*

RETALIATOR CLASS GRAND CRUISER.....295 pts

Famous Ships

Foebane



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		30cm	6		Left
Starboard weapons battery		30cm	6		Right
Port lance battery		45cm	2		Left
Starboard lance battery		45cm	2		Right
Port launch bays		Swiftdeaths 30cm Doomfires 20cm	2 squadrons		-
Starboard launch bays		Swiftdeaths 30cm Doomfires 20cm	2 squadrons		-

Special : The Foebane has improved thrusters and may move 5D6 cm when on All Ahead Full orders. This cost no extra points.

The Retaliator class was part of the Galan V garrison fleet that mutinied against Imperial Rule in M35. After a two day pitched battle around the planet's three moons which saw four of the traitor vessels destroyed, taking three Imperial cruisers with them the rebel squadron disengaged, fled out of the system and made the jump into the warp, led by the squadron command vessel, Foebane. Since the 'Treachery of Galan' the squadron (which has now taken its command ship's name) has been identified as part of the raiding fleets of three renegade Warmasters, and has been involved in fleet actions in Segmentum Obscurus, Segmentum Solar and Ultima Segmentum. The Foebane and her sister ships were last positively identified during the Raid on Magdellan Prime, now over 100 years ago, which destroyed fifty percent of the planet's orbital defences.

INCLUDING A RETALIATOR CLASS

You may include the Retaliator in a Chaos fleet. They count as a Grand Cruiser. You may include up to one Grand Cruiser in your fleet

for every three cruisers or heavy cruisers.

MAKING A RETALIATOR CLASS

To make a Retaliator class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos launch bays.

Next, replace the Vengeance's metal weapons batteries in the lower weapon positions with a plastic Imperial lance battery and a plastic Imperial weapons battery on both sides.

Now you should have a Grand Cruiser with launch bays on top, a lance battery and weapon battery in the lower 'hard points'.

Finally replace the Vengeance's metal bridge with either of the plastic Chaos bridges. Complete, one Retaliator class is ready to be sprayed and painted to match the rest of your Chaos fleet.

Note: You will need two Chaos cruiser weapon sprues and a Imperial cruiser weapon sprue to make this variant.

NEW RULES

VENGEANCE CLASS VARIANTS

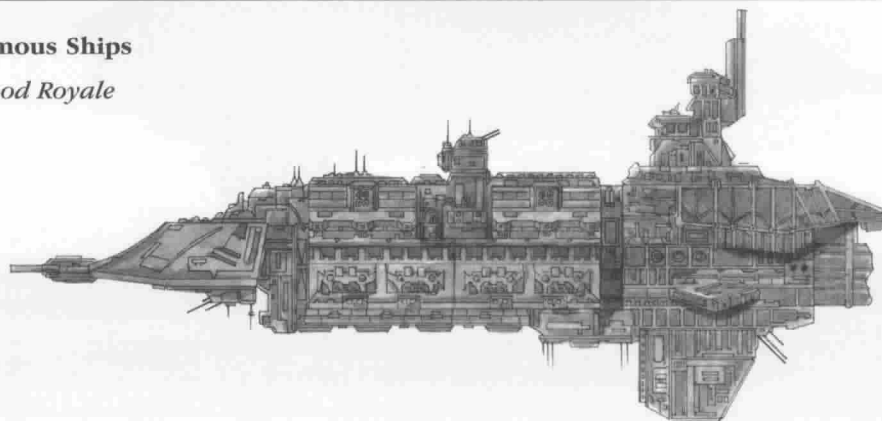
TWO SHIPS BASED ON THE VENGEANCE CLASS HULL

by Warwick Kinrade

EXECUTOR CLASS GRAND CRUISER.....210 pts

Famous Ships

Blood Royale



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		30cm	4		Left
Port lance battery		45cm	2		Left
Starboard lance battery		30cm	4		Right
Starboard lance battery		45cm	2		Right

Today the Executor is no longer in Imperial service. Few were ever constructed, mostly in the ship yards of Hydraphur and its surrounding forgeworlds.

The Executor was a lance boat, and as such was much liked by fleet commanders, as a counter foil for other more heavily gunned cruisers.

Over the years the Executor's numbers dwindled as each was lost in battle. One of the last remaining squadrons, under the command ship *Blood Royale* was stationed as part of the massive fleets defending the Cadian gate. During a fleet action against Chaos vessels raiding from the Eye of Terror, the Executor class *Blood Royale* and her sister ships were part of the pursuit force. Having held the line and forced the raiders to disengage the *Blood Royale* and a dozen other vessels gave chase. None where ever seen again, their fate remained a mystery. Most believed they had been drawn into a trap and destroyed. Five centuries later three of the missing vessels, including the *Blood Royale*, were identified as part of the renegade fleet of Warmaster Arca Vilespawn. They are thought to be the only Executors left.

INCLUDING AN AVENGER CLASS

You may include the Executor in a Chaos fleet. They count as a Grand Cruiser. You may include up to one Grand Cruiser in your fleet for every three cruisers or heavy cruisers.

MAKING AN EXECUTOR CLASS

To make an Executor class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos lance batteries.

Next, replace the Vengeance's metal weapons batteries in the lower weapon positions with two plastic Imperial lance batteries. Again, do this on both sides. We have positioned the batteries upside down.

Now you should have a Grand Cruiser with lance batteries in all of its 'hard points'.

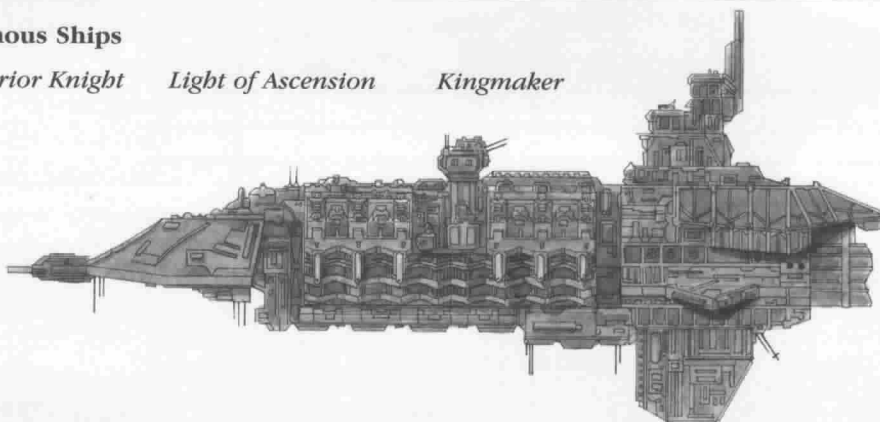
Complete, one Executor class is ready to be sprayed and painted to match the rest of your Chaos fleet.

Note: You will need two Chaos cruiser weapon sprues and two Imperial cruiser weapon sprues to make this variant.

EXORCIST CLASS GRAND CRUISER.....230 pts

Famous Ships

Warrior Knight *Light of Ascension* *Kingmaker*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		45cm	8		Left
Starboard weapons battery		45cm	8		Right
Port launch bays		Furies 30cm Starhawks 20cm	2 squadrons		-
Starboard launch bays		Furies 30cm Starhawks 20cm	2 squadrons		-

Special : The *Light of Ascension* was fitted with shorter range but more powerful weapon batteries. Reduce the range of the weapon batteries to 30cm and increase their firepower to 10. This costs no extra points.

The Exorcist class was originally developed as a long range patrol vessel, capable of self sufficiency for long periods of time away from fleet support. Usually operating with two or three squadrons of escorts, Exorcists were often posted to the far flung corners of the Imperium to patrol the edges of the Eastern Fringe and into the galactic halo.

Down the years the Exorcist has gradually been replaced by later ship designs, especially the Mars class. Some of Exorcists were kept on by fleets on the fringes of the Imperium, to plough the long lonely patrol routes into the halo. Many Exorcists were used as colonial transports. The entire penal colony of Brandt 764 was moved en masse by Exorcist Grand Cruisers to populate and work Tora Alpha, a world beyond the Eastern Fringe, discovered by (and named after) the famous Rogue Trader Foulway Tor. The Exorcist squadron, led by the *Light of Ascension* was then used as convoy escorts for the ore transports returning to the Imperium, and played a major part in the defence of the system when it was attacked and eventually overrun by a Tyranid hive fleet.

INCLUDING AN EXORCIST CLASS

You may include the Exorcist in an Imperial fleet. They count as a Battle Cruiser. You may include up to one Battle Cruiser in your fleet for every three cruisers or heavy cruisers.

MAKING AN EXORCIST CLASS

To make an Exorcist class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos weapon batteries.

Next, replace the Exorcist's metal weapons batteries in the lower weapon positions with two plastic Imperial launch bays on both sides.

Now you should have a Grand Cruiser with weapons batteries on top, and two launch bays in the lower 'hard points'.

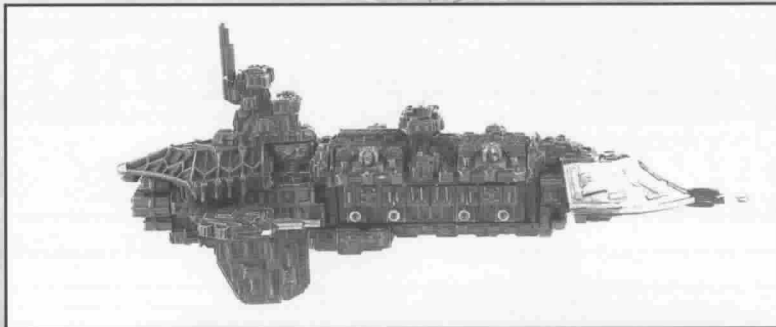
Complete, one Exorcist class is ready to be sprayed and painted to match the rest of your Imperial fleet.

Note: You will need two Chaos cruiser weapon sprues and two Imperial cruiser weapon sprues to make this variant.

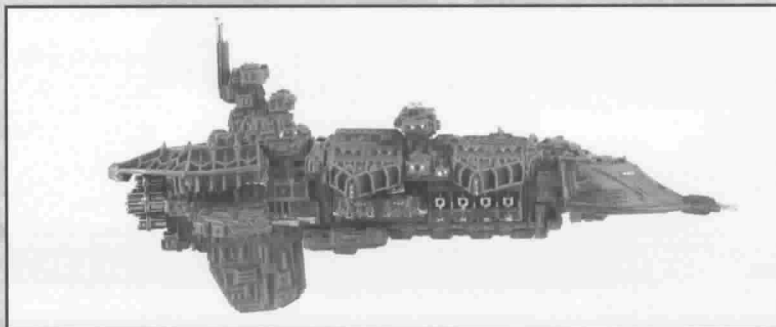
NEW RULES

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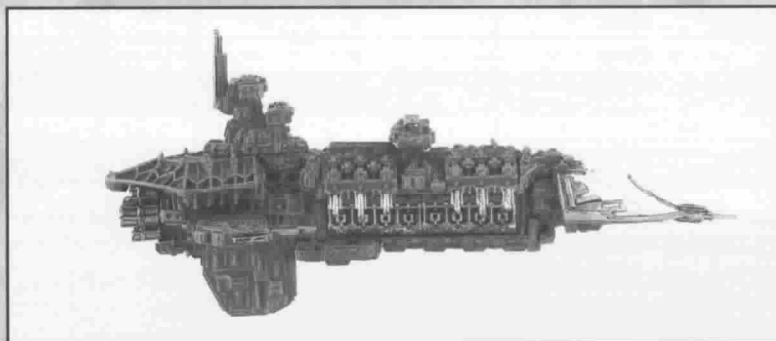
GRAND CRUISERS



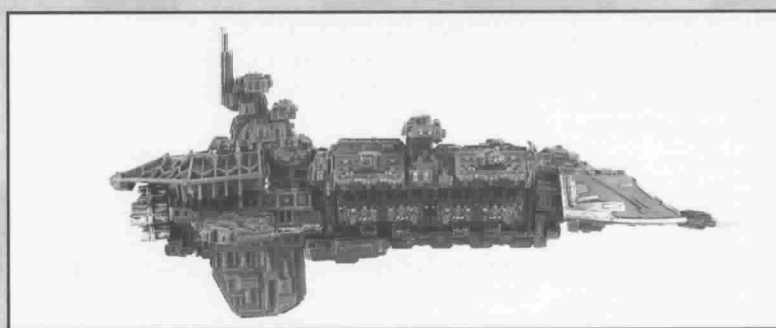
**Vengeance Class
Grand Cruiser**
(All metal model)



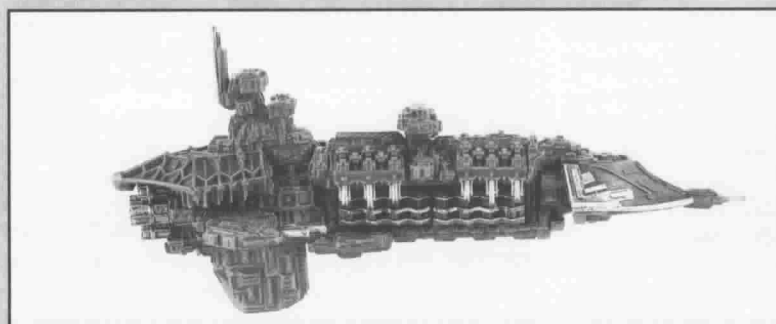
**Vengeance Class
Grand Cruiser
Booster pack**
(Complete Vengeance
with plastic sprues)
Allows to to make one of
the following



**Retaliator Class
Grand Cruiser**
(Vengeance Model with 2
x Chaos Cruiser Weapon
Sprues and 1 x Imperial
Cruiser Weapon Sprue)



**Avenger Class
Grand Cruiser**
(Vengeance Model and 2
x Chaos Cruiser Weapon
Sprues)



**Executor Class
Grand Cruiser**
(Vengeance Model with 2
x Chaos Cruiser Weapon
Sprues and 2 x Imperial
Cruiser Weapon Sprues)



**Exorcist Class
Grand Cruiser**
(Vengeance Model with 2
x Chaos Cruiser Weapon
Sprues and 2 x Imperial
Cruiser Weapon Sprues)

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SPACE MARINE RAPID STRIKE VESSELS

NEW RULES FOR SPACE MARINE ESCORTS

by Andy Hall and Warwick Kinrade



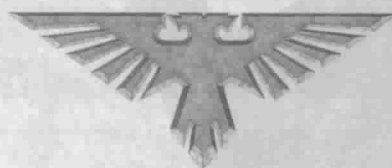
All Space Marine Chapters make use of ships known collectively as Rapid Strike Vessels. These ships are mainly used for patrolling through the Space Marine domains, and for providing a mobile escort for the Chapter's Battle Barges and Strike Cruisers. They also conduct routine convoy escort missions, as well as scouting and surveillance missions before a chapter commits its valuable resources to a warzone.

Rapid Strike Vessels are crewed by the Chapter's serfs, overseen by a cadre of Techmarines and other specialists.

Whilst the Hunter, Nova and Gladius are by no means the only Rapid Strike Vessels available to Chapters, they are certainly the most widely used. As well as the more mundane duties such as patrolling they will be called upon as escorts if the Chapter expects a large confrontation in space.

The Hunter is a fast and highly maneuverable torpedo boat much like its Imperial Navy counterpart, the Cobra. The Gladius is usually the most numerous ship in a Chapter's fleet and will be the principle transport for smaller Space Marine forces sent on missions which do not justify the deployment of a Strike Cruiser. A Nova class vessel will most likely be the only

lance-armed ship available to the chapter and are slightly rarer than the Gladius.



SPECIAL RULES

The Hunter, Nova and Gladius use the following special rules in line with the Space Marine Fleet list.

Leadership: Use the following table when working out starting Leadership. Roll 1D6.

1-2 Ld 8

3-4 Ld 9

5-6 Ld 10

Boarding: Space Marine ships add +2 to their D6 roll when they fight in a boarding action and add +1 when they make a hit and run attack. Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

NEW RULES

HUNTER CLASS DESTROYER

40 pts

Famous Squadrons

Russ' Claws (Space Wolves)

Black Talons (Ravenguard)

Hera's Wrath (Ultramarines)



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Torpedoes		30cm	2		Forward
Weapons Battery		30cm	1		Forward, left, right

GLADIUS CLASS FRIGATE

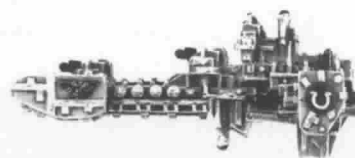
45 pts

Famous Squadrons

Angelus Belarius Squadron (Blood Angels)

Obliterators (Silver Skulls)

Circus, Arx-Praetora (Ultramarines)



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons Battery		30cm	4		Forward, left, right



NOVA CLASS FRIGATE

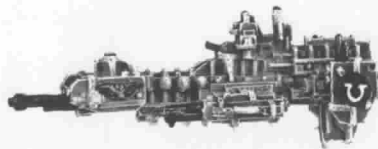
50 pts

Famous Squadrons

Dark Knights of Caliban (Dark Angels)

Holy Shields (White Consuls)

Invictas Squadron (Ultramarines)



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Lance		30cm		1	
Weapons Battery		30cm		2	
				Forward, left, right	

FLEET LISTS

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet.

Space Marine battle barge425 pts

0-10 Cruisers

Space Marine strike cruisers145 pts

ESCORTS

Hunter class Destroyer40 pts

Gladius class Frigate45 pts

Nova class Frigate50 pts

Rapid strike vessel (Firestorm)45 pts

Rapid strike vessel (Sword)40 pts

Rapid strike vessel (Cobra)35 pts

ORDNANCE

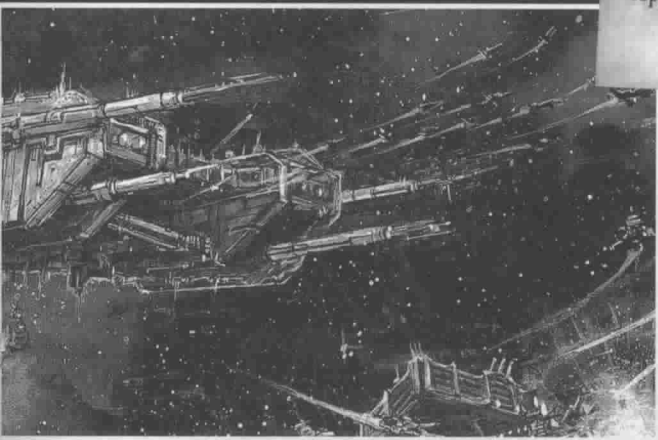
Any ship with launch bays carries Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

Ships of the Adeptus Astartes

Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to superior weaponry than is usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.

“...and their vessels cast a shadow across the stars and in that dark shadow was dread, the dread that foretells death. The Space Marines had arrived and they are fear incarnate. They are the Lords of Death...”

NEW RULES



ORK SKILLS AND REFITS

by MARK HUMPHRIES

Inspired by David Camburn's Eldar refits in Warp Storm Mark's boyz have decided that they wanted Orky skills and refits which more befitted their nature. They have even been given the consent the mighty Ork warlord Andy Chambers.

For more cool Battlefleet Gothic stuff check out:

[//home.clara.net/altsain/bfg.htm](http://home.clara.net/altsain/bfg.htm)



ORK CREW SKILLS

D6 Skill

1. Shooty Boyz: These boyz are attempting to aim their weapons. When the Ship attempts Lock-on special orders you may roll 3D6 and discard the highest roll before comparing it to the ship's leadership.

2. Bigger Hammers: Mekboys are able to get nearly anything working again, when they believe they are employing the correct tools and this ship has just received a new supply of hammers. The Ork ship may always repair at least one critical hit per turn, excepting those that may not be repaired. Note: Escorts may re-roll this result.

3. Well Trained Grots: The Slavers responsible for Gretchin reloaders have trained them well. If the ship/squadron attempts to Reload Ordnance, you may roll 3D6 and discard the highest die. Note Ships/Squadrons

without ordnance may ignore this roll.

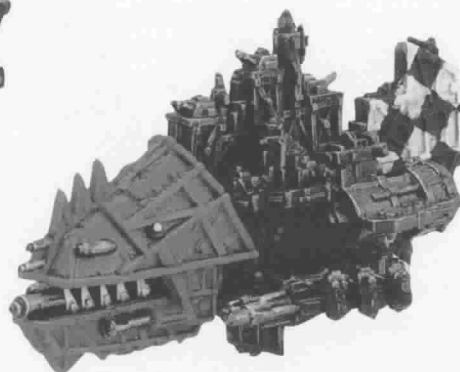
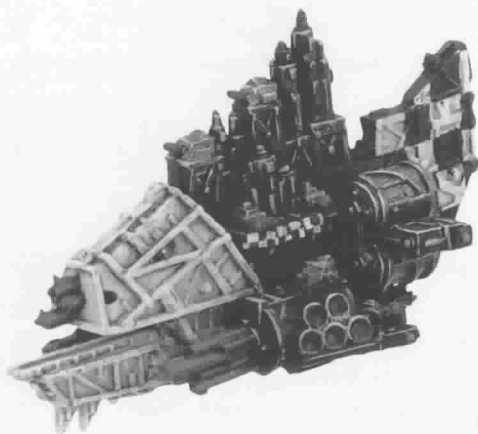
4. Asteroid Pilots: These particularly foolhardy Ork pilots believe they can pilot their ships anywhere, including asteroid fields. Using this skill, ships travelling through Asteroid fields on *All Ahead Full* special orders roll 3D6 and pick the two lowest. Escorts still get to re-roll this as usual. If the test is failed while using this skill, the ship takes 1D6+1 impact hits from Asteroids (ignoring shields).

5. Loyal Krew: The Orks on board this ship look to the ship's/squadron's Kaptin with unusual loyalty. Once per game you may re-roll a failed Leadership or Command check.

6. Loudhailer and Big Stick: Due to the effectiveness of the Kaptin's training methods, the Krew is able to work together with unrivalled efficiency. Once per battle the ship may automatically pass a Leadership test or Command check without rolling any dice.



Ork escort ships



Ork Capital ships

ENGINE REFITS

D6 Engine Refit

1. Improved Engines: The Mekaniaks have improved the efficiency of the ship's engines to an astonishing degree. The ship rolls an extra 2D6 when on All Ahead Full special orders.

2. A Bigger Red Button: The Mekaniaks have installed a switch next to the Red button. This channels a short burst of extra power to the engines. Once per game when you use the All Ahead full special orders, you may double the result of the dice roll to see how far you go. You must travel this FULL distance.

3. More Thrusters: Additional thrusters have been placed all over the ship, enabling the ship make an additional turn after travelling the minimum distance (i.e. 45/90).

4. Silent Running: The Mekaniaks on board have installed special relays (hammers) to shut down the engines quickly (knock-out the Gretchin). When rolling to disengage add +2 to the Leadership value.

5. Kustom Force Field: The Mekboys have managed to improve the shielding systems with a little tinkering. A ship with this refit may ignore the movement penalty for Blast Markers in contact with its base, or it travels though (including gas clouds and other celestial phenomenon).

6. Painted Red: While the ship was being repaired the Meks decided it needed a new coat of paint. Due to the Ork belief red ships go faster, increase the ships speed by 5cm. Note the model must be painted red to get this benefit.

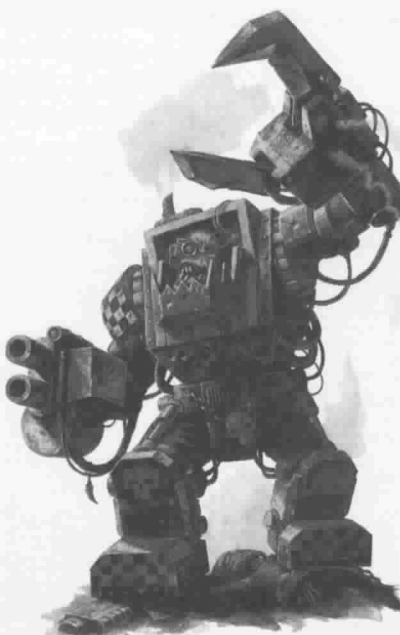
SHIP REFITS

D6 Ship Refit

1. Improved Tellyportas: Orks are the undisputed masters of Tellyporta Teknologuee, and have been able to improve this ship's Tellyporta to carry extra boyz. Add +1 to all hit and run attacks made by the Tellyporta.

2. Extra Armour Plating: The Mekboys have been to work welding extra metal plates all over the ship. This has had the effect of increasing the ships damage by 25%, but decreasing its speed by 5cm.

3. Fire Grots: Due to an efficient and terrifying (for the Grots) training regime, a group of Gretchin have been taught how to



NEW RULES



fight fires with maximum efficiency. Fires are extinguished on a 5 or 6 roll to repair in the end phase, but normal damage is still repaired on a 6.

4. **More Shields:** If one is good two must be better, the Mekaniaks have added a shield to this ship.

5. **Ram Spike:** At the Kaptins order, the Mekaniaks have welded a huge ramming spike to the front of the ship. Due to the extra confidence this spike gives the Krew add +1 to leadership when rolling to ram.

6. **Overloading the Shield Generators:** Mekaniaks on board have put in switches, buttons, and lots of flashing lights, which somehow allow them to enhance the shield output. For each hit against the shield's roll 1D6, on a 6 the increased shielding absorbs the hit and it is ignored, place no blast marker. On a 1 roll a further 1D6, on a 6 take a critical hit. As the power meant for the shields overloads another system.

WEAPON REFITS

D6 Weapon

1. **Weirdboy Tower:** During the last battle, the power of the Waagh was too much for one of the boyz on board and he manifested strange powers. Always inventive they have chained the new Weirdboy up and are using him as a weapon. The Weirdboy is the equivalent of a Strength 1 Lance, with a range of 15cm.

2. **Kans:** The Kaptin ordered the Mekboyz to build Kans to aid in the loading of torpedoes and the readying of attack craft. The ship adds +1 to its leadership when attempting Reload Ordnance special orders (re-roll this if the ship has no ordnance).

3. **Dakka Central:** The Mekboys have been able to rig all of the ships weapons through the Dakka Central. This allows the Orks to still fire with enthusiasm while the ship is performing special manoeuvres and still hit. While on special orders, the ships firepower is reduced by 25% (rounded up) rather than halved.

4. **Mad Bombers:** The particularly foolhardy Ork pilots from this ship push their Fightabommas past the known limits of Ork Technology. Rather than rolling D3 for the number of hits against ships, these Bombers may roll 1D6.

5. **Grot Targeters:** The Mekaniaks have installed display screens which show the enemy ships as Grots. As Orks have practiced from a very early age how to hit Grots, all of the firing by weapons batteries now benefits from a left column shift on the Gunnery Table (before any other modifiers for blast markers or range).

6. **More Dakka.** The Mekaniaks have been adding guns all over the ship, increase the Turrets value by 1.



ELDAR REFITS

A few Princes (or indeed Princesses) amongst my noble kin will have noted a certain bias against our vessels in the so-called 'Refit' and 'Crew Experience' Tables. These 'Upgrades' are entirely based upon the bulking leviathans used by humans and Orks and the ineptitude of the humanoids therein. They are often entirely unsuitable to our needs. Very tiresome, I'm sure you will agree.

To remedy this gross insult I humbly present a revised set of tables for use by the Eldar in Battlefleet Gothic. No doubt, you will obtain the permission of your opponent (so do be kind and explain any of the longer words to them) before battle, but this is only politeness. After all, even bringing the light of culture to the universe can be a chore at times.

- Duke of the 7th Nebula, Taita Voiddragon

ENGINE REFIT

1 Celestial Dragon Engine

The standard manoeuvring thrusters have been replaced or augmented allowing breathtaking turns. At the end of it's movement, the vessel may make a 90° turn instead of it's normal 180° turn at the beginning of its movement.

2 Polarisation Field

A low-level energy bubble surrounds the ship, channelling the debris of space around the vessel. The ship does not suffer a hit for moving through blast markers.

3 Drunken Weave

An intricate system of particle flow rudders and graviton impellers are fitted to the vessel allowing for drastic evasive manoeuvres. The ship gains a 6+ on D6 save against any damage it takes. However, the ship may never make use of 'Brace For Impact' Orders (sorry, no double saves).

4 Phoenix Sails

Hyper efficient materials are used to replace the main sails squeezing extra energy from the solar wind, adding +5cm to all speed bands.

5 Moon Gossamer Rigging

A Bonesinger has spent many hours re-splicing the ships control mechanisms. Instead of turning to any facing at the start of it's movement, the ship may instead choose make a single 45° turn at any point along its movement.

6 Stream Flow Enhancers

A dramatic re-rig of the ship's sails and control surfaces give the captain much greater control over the set of his vessel. When the ship is facing the sun, it counts as having the sunward edge in its rear, if the sun is within the rear arc, it counts as the side.

SHIP REFIT

1 Crystal Web

A sizeable colony of crystal spiders have been introduced to the hull, greatly enhancing her chances of survival. If the ship has no current critical damage, roll a number of D6 equal to the damage it has taken. If you get any 6's, the ship recovers one damage point (only one point of damage may be recovered per round, no matter how many 6's are rolled).

2 Bonesinger

A much respected Bonesinger has joined the ranks of the crew. The ship only suffers criticals on a 5+ instead of a 4+.

3 Mask of the Laughing God

Special dampers and cross spectrum jammers hide the intentions of the crew. Enemy vessels do not gain +1 Leadership if she goes onto Special Orders.

4 Gestalt Spirit Stone

Ship's spirit has aeons of experience. Ignore all penalties to Leadership Tests (e.g. Blast markers, Marks of Chaos).

5 Netherfield

A refined holofield design coupled with a absorptive masking layer make this ship a 'needle in the haystack'. It counts as an escort for all weapons that use the gunnery table.

6 Structural Purity

The cores of the ship's wraithbone supports are partially replaced with a fluidic medium that dissipates damage throughout the hull. Vessel gains +1 to it's starting damage capacity. Not for Escort ships, roll again.

NEW RULES

WEAPONS REFIT

1 Talons

Both the outer hull and airlocks of are now lined with psychically charged scatter-shard point defences. Enemy ships attempting to board vessel take a -2 modifier

2 Distortion Charges

Vessel has been fitted with an aft mounted weapon system which ejects a Warp Distortion Charge into the vessel's wake. The D-charge must be placed at the same time as the player places his other torpedoes, in the ship's aft arc. It moves 10cm towards the nearest enemy in each ordnance phase. If it moves into contact with the base of an enemy vessel it detonates. The target may attempt to shoot it down (as per the rules for Eldar torpedoes). If the D-Charge is not destroyed, place a Warp Rift marker at the point of impact (use a nova cannon template). Any vessel which touches the template suffers the effects of hitting a Warp Rift as described on pg. 45 of the main rulebook. At the beginning of each Eldar turn roll D6, on a 6 the rift closes - remove the template. Only useable once per game.

3 Rune Assisted Targeting Nodes

Those Eldar linked to the fire control systems are aided by a complex gunnery array. Ships fitted with Pulsar Lances may re-roll their first miss each turn.

4 Gravitic Acceleration Launchers

An extra boost is given to torpedoes or attack craft as they are launched. Ordnance from her bays receives a bonus of +10cm to its movement.

5 Anomaly Clarification Stones

The ship's scanners are now able to compensate for localised spatial distortions. Blast markers do not cause a column shift when the ship's weapon batteries fire through them. Re-roll this result if the vessel has no weapon batteries.

6 Enhanced Crystal Focusing

Rare ultra-pure crystals and a delicate realignment in the firing mechanism raise the power transfer ratio of the ship's weapons, significantly increasing their range. Add +10cm to range of Pulse Laser or Weapon Batteries.



CREW TABLE

1 Expert Gunnery

The ship's gun crew are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts Lock-on special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.

2 Warlock

A Seer accompanies the vessel, disclosing fragments of possibility to the ship's captain. This vessel may always attempt to go onto special orders, even if another ship or squadron in your fleet has failed a command check this turn.

3 Excellent pilots

Even the bombers of this vessel number several 'Aces'. Bombers launched by this vessel may survive an interception by enemy fighters, on a 4+ on a D6 they are not removed but stay in play. Fighters from this vessel are always moved before enemy attack craft in the ordnance phase. Re-roll this skill if the ship carries no attack craft.

4 Battle Stance

Aspect Warriors or even the dreaded Harlequins have been enticed to join your vessel. Thanks to their skill you may re-roll the dice in a boarding action

5 Disciplined Crew

Whenever this ship checks Leadership or attempts to go onto Special Orders you may roll 3D6 and discard the highest roll before comparing the roll to the ship's Leadership.

6 Elite Command Crew

Once per battle the ship may automatically pass a Leadership test or command check - there is no need to roll any dice.

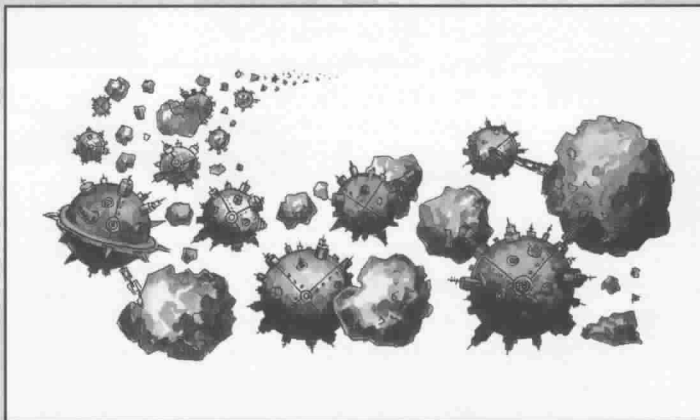


MINEFIELDS

NEW RULES

by ANDY CHAMBERS

As well as solitary mines, some systems are protected by minefields covering several thousand kilometres. If an enemy approaches too close, the motion-tracking surveyors may detect the intruder and activate several of the mines to seek out the target and detonate.

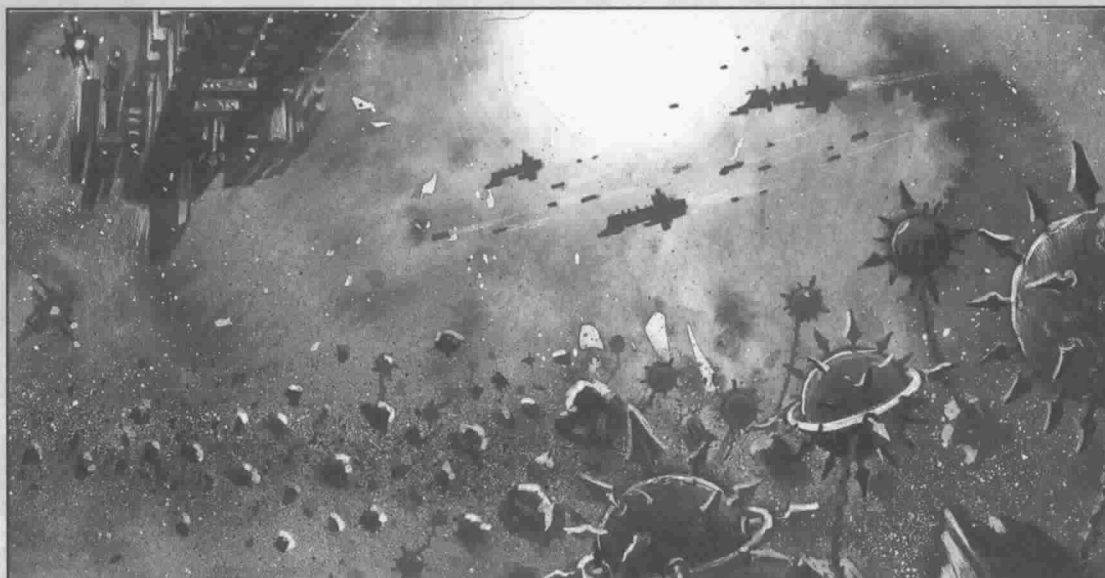


Special Rules

A minefield covers an area that is D3x5cm by D3x5cm and must be placed with an edge within 15cm of a tabletop feature (such as a planet, moon or asteroid field). A minefield will block line of sight through it.

In the owning players ordnance phase, roll a dice for each enemy ship within 30cm of the edge of the minefield. On a roll of a 5 or 6 the ship has been detected. Add +1 to the roll if the ship is on All Ahead Full orders and deduct -1 if it is on Burn Retros orders, also subtract -1 if the ship is an Escort. For each ship detected, the player may place 1 orbital mines anywhere in contact with the edge of the minefield. Once in play, orbital mines follow the rules given on page 142 of the Battle Fleet Gothic rulebook.

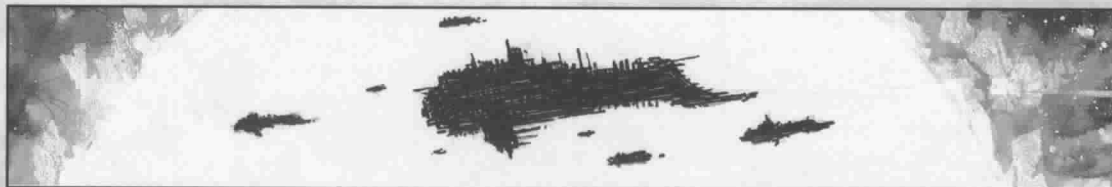
It is possible to suppress a minefield with firing, using gun decks and lances to create a swirl of gas and debris to blind the field's motion trackers. A minefield may be fired at like an Ordnance marker and has an armour value of 6. Each hit scored allows you to place one Blast marker in contact with the minefield. If a minefield has Blast markers in contact with it, deduct -1 from any dice rolls to detect ships. In each end phase, each minefield will lose D6 Blast markers and these do not count towards the number of other Blast markers that can be removed that turn.



NEW RULES

SOLAR FLARES

NEW RULES by ANDY CHAMBERS



Another area of the BFG rules that can throw up problems are the rules for Solar flares. As the rules stand, Solar flares can be terribly effective against escorts, and especially against Eldar ships. The following modifications help alleviate these problems.

WHEN ARE SOLAR FLARES ROLLED FOR?

Roll to see if a solar flare 'activates' during each and every player turn. However, as soon as one flare goes off, all further solar activity dies down, and no further rolls are made for the duration of the battle.

ELDAR SHIPS & SOLAR FLARES

Eldar ships are very vulnerable to solar flares. To tone down the effect to a more reasonable level, Eldar ships may choose to 'ride the storm' when a solar flare erupts. Take a Leadership test for each Eldar craft that runs

with the storm. If they fail the test they take damage as explained in the BFG rulebook. If they pass the test they take no damage, but are 'blown' 2D6cm directly away from the sun. Turn the ship to the new heading first, and then move it the distance rolled on the dice.

ELDAR AND CELESTIAL PHENOMENA

The point has often been raised that all forms of celestial phenomena are supposed to be the Eldar fleet's friends (see D. Sampson's letter on Mailbag). The Eldar, being the sophisticated space-faring race that they are, should have little to fear from flying through gas and dust clouds as they do with asteroids. To represent this we have decided to allow Eldar ships to test against their Leadership to avoid the effects of Gas and dust Clouds (escorts are allowed to re-roll).



QUESTIONS & ANSWERS

1. Can the new Vengeance grand cruisers use a small base or are they restricted to a large base?

Vengeance grand cruisers should be mounted on a large base.

2. What size base must the Repulsive grand cruiser use, or can it use either-or?

Large.

3. Are mines that are launched by modified carriers automatically activated or must they wait until an enemy vessel moves within 30cm as they do to activate within a minefield?

Mines, once in play, are always active and pursue ships, the minefield just places mines in play when it detects enemy ships.

4. The rulebook states that individual mines cost 5 points apiece. Are these points calculated as victory points when a mine is expended by attacking a ship or destroyed by shooting or fighters?

Yes.

5. Can a ship in a gravity well still make its free turn toward the planet (as opposed to its normal turn) if it is on Lock-On special orders?

On the 'Lock on while using a gravity well to turn' issue I must say that I let people do this as the power for turning is not taken from the ship's engines. But, by the letter of the rules no turns can be made on Lock On so it's really up to individual players - as it benefits both players equally I don't have a problem with it, if you plan ahead and take advantage of the local terrain it deserves a reward.

6. If a ship can make its free turn (and not its normal turn) in a gravity well while on lock on, can it do it normally (beginning and end) or only once?

You can execute the turns normally.

7. Mines ignore all ordnance except fighters, and minefields block lines of fire but otherwise ignore friendly ships. Can ordnance of either side hide in a minefield (rolling a D6 normally) as they would in an asteroid field?

Yes.

8. Can friendly ships traverse a minefield for free, or must they roll a leadership check similar to an asteroid field?

They can traverse the minefield normally.

9. Ships cannot shoot into or out of an asteroid field, torpedoes always fail and Nova Cannon

do not work. However, can ships inside an asteroid field shoot at each other?

Allow them to fire up to 10cm maximum range, half effect firing, if a Ld test is passed. No firing at all if on BFI or crippled.

10. In any scenario that describes ships on standby, ships on standby as stated can do nothing. They roll to be hit as defences on the gunnery table, cannot move or fire. Are their shields and turrets fully functional, and can they brace for impact?

Yes, they cannot move or fire but everything else is normal.

11. Does an Admiral, Warmaster or other fleet leader with a fixed leadership rating (such as an Ld-10 Solar Admiral) embarked aboard a ship that provides an automatic leadership increase benefit (Such as the Emperor Battleship) get to benefit from that increase (to Ld-11)?

Ld 10 is an absolute maximum, no bonuses can improve it past there. This answers the other questions about leadership so I will not repeat them here. To expound on this, Nobody EVER gets more than Ld 10, which be bases on a similar restriction in WH40K.

12. Does an Admiral's or Warmaster's leadership supercedes a ship's leadership if it is higher. This has little consequence for Imperial players because they can embark on any capital ship, but what happens if an Ld-8 Warmaster is put on the largest ship in the fleet, and that ship happens to be Ld 9?

Yep, bad officers can easily drag down the performance of a good crew, so always use the officers' Ld even if lower.

13. An old Q&A on the BFG-list by Andy Chambers stated that the ram spike on some Imperial ships can cost an additional +5 points as a Power Ram inflicting one automatic hit before rolling dice for ramming damage. Can this be considered New Rules?

If it's generally accepted as fair then yes.

14. OK. We might want to clarify this by deciding if this either costs +5 points for every ship that sports one or no increase for any. In other words, a player can't make this an option for just some of the ships in a fleet that have a ram spike. Also do we want to specifically state that this bonus only applies to ships that have 6+ prow armor?

No, if people want to pay for the ram that's fine, but we can't retroactively charge +5 pts

QUESTIONS & ANSWERS

to every ship players have built with a ram on it. The rule just chrome for players that want a game effect. The 6+ prow armor must be a prerequisite.

15. In the same Q&A, Ork kroozers using large (battleship) bases supplied with some early models were said to be using Traktor Fields for free (easier ramming/ boarding offset by being easier Nova Cannon and torpedo targets). Can this be considered a New Rule?

I thought this was a rather neat solution to that particular packing cock-up so I say yes, The 'Ammer shouldn't have a large base though.

16. Everyone understands this to mean it is the Ork player's choice to put either large or small bases. How do you feel about the 'Ammer being restricted to large bases only (even though yours doesn't have one)?

No, I don't think it would be fair to impose such a restriction on the Orks.

17. Does the +1 for Hit and Run attacks applied to Space Marines, Tyranids and Chaos Marks of Khorne mean that these attacks never fail, or do they still fail on a roll of 1 and are added only to successful attacks, allowing for attack values of 3 to 7?

Nope, the +1 means they never fail to inflict some damage on the target.

18. Does this mean a-boats as well?

Yes, naturally.

19. Are area effects such as the Nightmare Field and the Chaos Mark of Slannesh blocked by asteroid fields and other line-of-sight obstructions (like minefields)?

No.

20. Are Eldar torpedo to-hit re-rolls compulsory even if the target was destroyed?

Yes, the re-rolls are compulsory.

21. When Eldar Darkstar fighters use their 4+ save to remove a single ordnance marker once per ordnance phase and remain in play, do they stop moving in the same way as Thunderhawks do?

Hell yes, stop them moving!

22. When an escort squadron braces for impact, does the whole squad add up all firepower and divide in half (rounding up) or does each ship divide in half and round up? If it is the latter, ships like the Eldar Hemlock will have weapons unaffected by BFI.

Ye gods, that's just plain cheating. Add together and halve, otherwise it makes a

mockery of the downsides to BFI.

23. If a hulk (a ship reduced to zero damage) is the closest target but other viable targets are in range, should you have to take a leadership test to shoot at the hulk?

No

24. Can you attack a friendly ship that has been turned into a hulk, such as in an attempt to cause a Warp Drive Implosion when enemy ships are nearby? Should you require a leadership test to do so?

No (think of all the survivors and booty on board if you're evil).

25. Do bombers have to roll against the turret value of a ship turned into a hulk (listed in the rules as zero turrets) when rolling their attack run for number of hits?

No

26. Is a bomber wave expended if it succeeds in destroying (hulking) a ship in the same manner torpedo salvos are even if it potentially can still inflict hits?

Yes

27. When shooting at squadrons, can a ship take a leadership test to ignore the closest target in the normal fashion?

I assume you mean ignore the closest target squadron? If so then yes.

28. If capital ships in a cruiser squadron are targeted, do they allocate hits the way squadrons do?

Yes

29. There is a "grey area" when it comes to ships' requirements needed in order to make turns. The BFG Main Rulebook, on Page 16, third column, states the following:

"Large ships have to move a certain distance before they are allowed to make a turn. The distance they must travel depends on their type:
- A battleship must move 15cm before it can execute a turn.
- A cruiser must move 10cm before it can execute a turn.
- An escort ship can execute a turn at any point in its move."

My question is this: Can a ship count last turns movement for the purpose of making turns. For example; if a ship made no turns in its last turn can it make a 45° turn before it moves again, or must it still go another 10cm straight forwards before turning?

This is basically a question about whether a ship's movement carries over from one turn to another for the purposes of calculating the distance travelled before it can execute

a turn (too many uses of the word turn here but you know what I mean).

The intention of the rule is that the distance covered before a turn is counted only for the current movement phase – it doesn't carry over from turn to turn, players may play it differently but in my opinion that makes ships unfeasibly manoeuvrable. They're supposed to be ponderous, and allowing them to make snap turns at the beginning of their movement belies that, plus you have to remember how far they moved from one movement phase to the next - which I never a great fan of.

30. If there are cruisers in a squadron (as per the rules on p.38), can you choose to target a specific cruiser in the squadron?

No you hit the closest target first.

31. If there is a mixed group of escorts in a squadron (say Idolators and Infidels), can the shooter use a leadship roll to target a specific type of escort within the squadron?

No you hit the closest target first.

32. If an Eldar vessel decides to board another vessel, must it make contact with that vessel in the movement phase only, or can it do so during its second movement in the ordnance phase, theoretically allowing it to shoot before commencing a boarding action?

You can make contact in either movement phase and resolve the boarding action in the end phase.

33. If it can only do so in the movement phase, can it make its second movement?

No.

34. If a Space Marine Thunderhawk in base contact with an enemy vessel successfully saves against a fighter marker serving as CAP, can it then immediately initiate the hit and run attack in the same phase?

Yes.

35. For purposes of movement, leadership checks, boarding actions and speed reductions, (not disengaging or against shields) is one BM is the same as several?

Yes.

36. If a ship with multiple squads in CAP takes a shield hit (generating a BM), does each squad roll a D6 to be eliminated on a 6, or is one roll made for all the squads on CAP (like an attack wave travelling through a BM does)?

Roll once for each blast marker, not each squadron.

37. If capital ships in a cruiser squadron are targeted, do they allocate hits the way squadrons do?

Yes.

38. Do the Warp Cannons of the Activated Blackstone Fortress ignore holofields or are holofields effective against them?

Warp cannons ignore fields, including Holofields

39. In the Exterminatus scenarios, it says that a ship must come to within 45cm of the planet surface on the low orbit table before it can activate its Armageddon weapon. Once within 45cm it says it requires a 4+ roll on a D6 to activate said weapon. However, the Planet Killer's Armageddon Gun has a range of 90cm. Does the Planet Killer still need to close to within 45cm of the planet surface to fire its Armageddon Gun? And if the Armageddon Gun is already charged (reloaded), does it require a 4+ to fire on the planet or may it fire "automatically" without having to roll?

The Armageddon gun is a special case and isn't restricted by the Exterminatus scenario special rules. It can fire at up to 90cm and doesn't need to roll a 4+.

40. In Warp Storm it says that a fleet of 1,000 points or more may include the Planet Killer. However, it's also a battleship. Are you required to meet the 3 Cruisers/heavy cruisers for every battleship rule in addition to needing a fleet of over 1,000 points? Or is it possible to have a fleet of "just" escort vessels and the Planet Killer so long as it's 1,000+ points total?

The restrictions on battleships apply.

41. What effect do Eldar holofields have on boarding attempts and teleport hit and runs?

None.

42. Can you squadron orbital defenses?

Yes.

43. Can you squadron Ork Rokks (classed as defences though they are technically ships)?

Yes.

44. If a squadron goes AAF, can each ship roll its AAF roll separately or can they all move on a single AAF roll.

Roll once for the squadron.

45. In an Ork fleet does the 'Ammer count against the six cruiser limit or in addition to that limit.

It counts against the limit.

QUESTIONS & ANSWERS

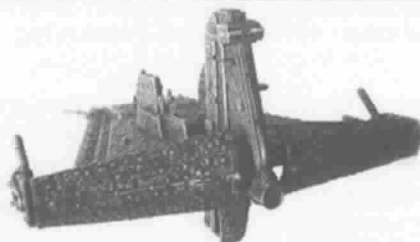
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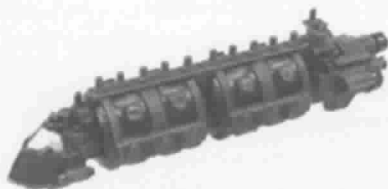
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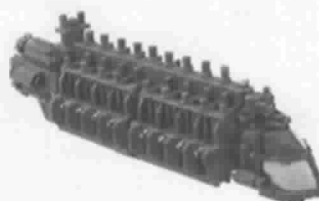
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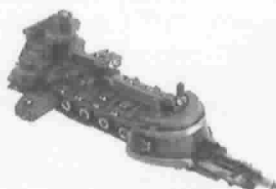
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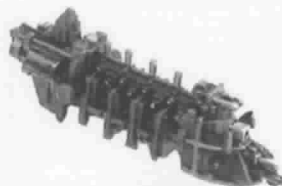
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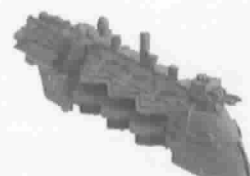
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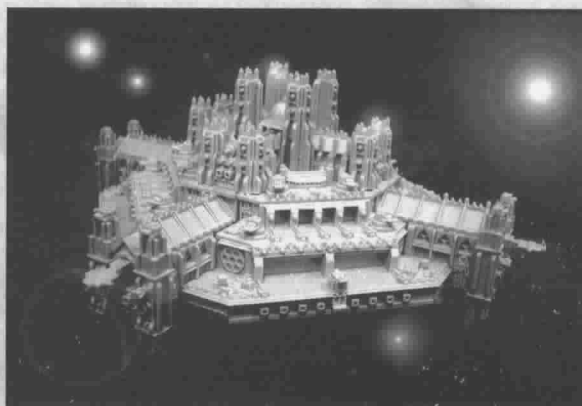


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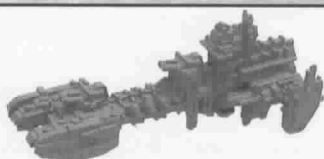
Rules for this model can be found in Planet Killer magazine.

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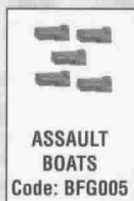


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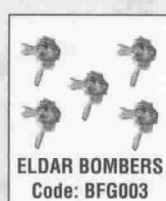
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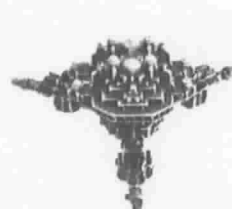
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ORDNANCE LAUNCH LIMITS

Experimental Rules by ANDY CHAMBERS

Back when I was originally trying to thrash out a brief for BFG, one of the things I was adamant about was that it should be a game of fleets of battleships in the grand style. I felt it was particularly important that aircraft, guided missiles and the like shouldn't dominate the game as they did in WW2 and later naval conflicts. I wanted gun lines, fleet tactics and manoeuvring to bring broadsides to bear rather than lurking around trying to detect the enemy before they detected you (the province of computer games in my opinion). For this reason I took an approach to Ordnance (aircraft and missiles basically) which I thought would keep it balanced in relation to guns – a ship with Ordnance would be able to launch strikes at very long ranges but would be at a big disadvantage when its ordnance was expended. In theory, at least, you should be able to take a fleet with just guns and fight an ordnance heavy fleet on even terms.

Unfortunately I have to say that my attempt failed and Ordnance is pretty much a compulsory part of any fleet now, even my Ork fleet tends to be fielded with maximum numbers of Terror ships and virtually no escorts. This isn't the way it's meant to be, and I think I've identified why the problem has occurred. Firstly attack craft are pretty user friendly – they move quickly in both turns, can

change course and target easily, they're hard to stop with guns and can do a lot of damage (particularly assault boats, escorts have become a high-extinct species because of them). Secondly, it's quite easy to build up huge waves of attack craft by lurking out of range (preferably behind a planet, asteroid field or such) and reloading/launching each turn. With the best will in the world the gun ships can't close fast enough to prevent this happening so all they can do is hope the enemy rolls doubles early and runs out of the damned things before too much damage is done.

I tried to patch this with the massed turret fire rules back in Warpstorm, but pretty much undid any good that did by introducing ship-launched mines, special torpedoes and torpedo bombers at the same time (sometimes I'm so stupid!). As part of the rules committee earlier in the year we addressed this problem and mulled over a number of ways of dealing with it. After much cogitation we decided the best and fairest method to redress the balance was to use a rules mechanic I had discarded early in BFG development. Before using the run-out-on-doubles approach to Ordnance we had experimented with limiting the maximum number of attack craft a ship or fleet could have on the tabletop to being equal to their number of launch bays.

Special Orders: *Reload Ordnance*



Ordnance needs to be loaded and armed in order to be launched. Ships are considered to start the game with torpedoes in tubes and attack craft fuelled and ready to go. However, once the ship has launched its ordnance it must use Reload Ordnance special orders before it can launch ordnance again. If the ship passes the Leadership test its ordnance is successfully reloaded and it may launch ordnance in the Shooting phase, or keep the ordnance ready for launch in a later turn. Use the Fleet data sheet to keep track of which vessels have ordnance loaded.

Maximum number of attack craft

Broadly, ordnance splits into two kinds – torpedoes and attack craft. A fleet of ships is limited in the number of attack craft squadrons it can support in battle at any one time due to constraints of fuel, launch bay space, traffic control, and so forth. At the start of each player turn total up the number of launch bays in their fleet, this is the maximum number of Attack Craft markers the fleet can have in play. If there are less attack craft in play additional markers can be launched in the Shooting phase to bring the number up to the fleets' maximum but it can never be exceeded by launching more craft than there are launch bays.

Note that this means if a ship is lost the number of attack craft markers may temporarily be higher than the number of bays in the fleet, this merely prevents the launch of further attack craft until the number of markers in play drops below the fleets (revised) maximum. Again, use the Fleet data sheet to keep track of the number of launch bays ships have loaded and ready to go.

NOVA CANNON FIRE!

Experimental Rules by PETE HAINES

There are two common gripes about the current Nova Cannon rules.

The first is that with practice player's guesses can become startlingly accurate, making hits virtually automatic. Obviously, the standard of a players guessing ability isn't an exact match for the lifetime skills of a ship's master gunner so there is a good argument for taking the choice out of players' hands.

The second is that a lot of playing time gets wasted while the firing player agonises over how far he should guess. Whilst it is entertaining to watch your opponent suffer before guessing a couple of times, it can get tedious.

A further consideration is that when engaging ships that are equipped with nova cannon you will often have to measure the range. This effectively tells the Imperial player exactly how far away you are and can result in considerable unpleasantness on the following turn. While Imperial Admirals doubtless do their best not to take unfair advantage it is very difficult for them to disregard this sort of information once it surfaces.

The solution is the following rule that replaces the Nova Cannon rules on page 22 of the Battlefleet Gothic rulebook. The restrictions

about firing Nova Cannon while on Special Orders remain in place.

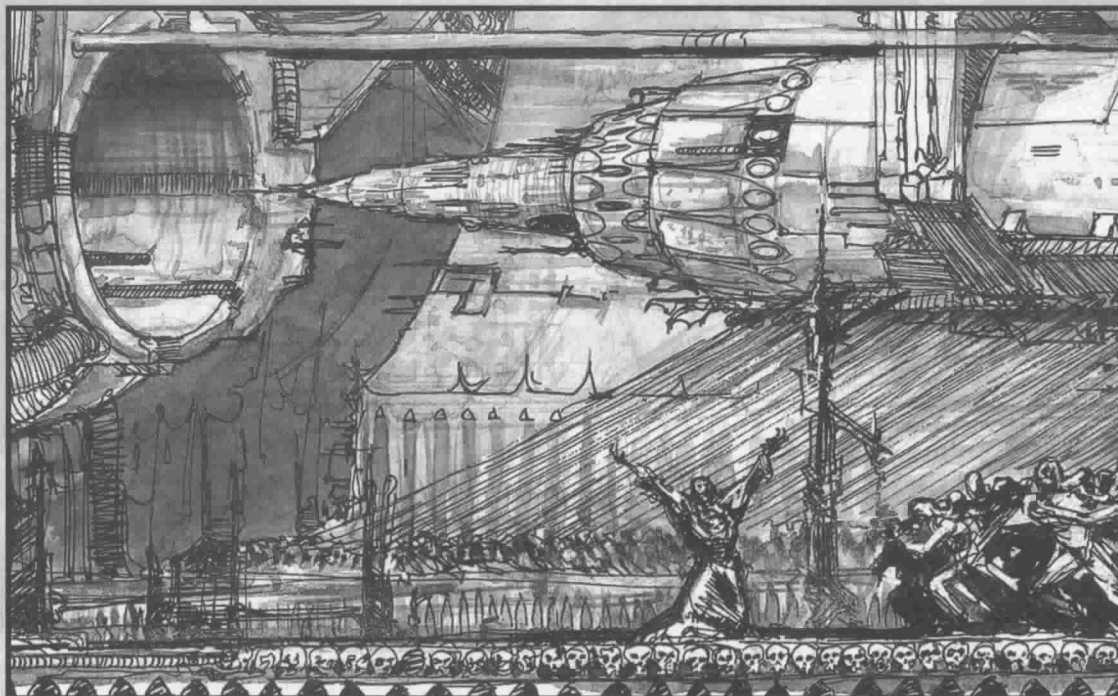
When firing the Nova Cannon place the Template anywhere between 30cm and 150cm away from the firing ship in its forward arc. The whole template must initially be between the minimum and maximum ranges. It does not have to be centred on a single enemy vessel and can be placed so that it touches more than one ship. It may not be placed over friendly ships and the nearest enemy ship must be at least partially under the Template unless the firing ship first passes a Leadership test.

When the template is placed check the range:

If the template is within 60cm of the firer roll a Scatter dice. If this is a 'Hit' the template is left where it is, if it is an arrow the template is moved D6cm in the direction shown.

If the template is beyond 60cm of the firer roll a Scatter dice. If this is a 'Hit' the template is left where it is, if it is an arrow the template is moved 2D6cm in the direction shown.

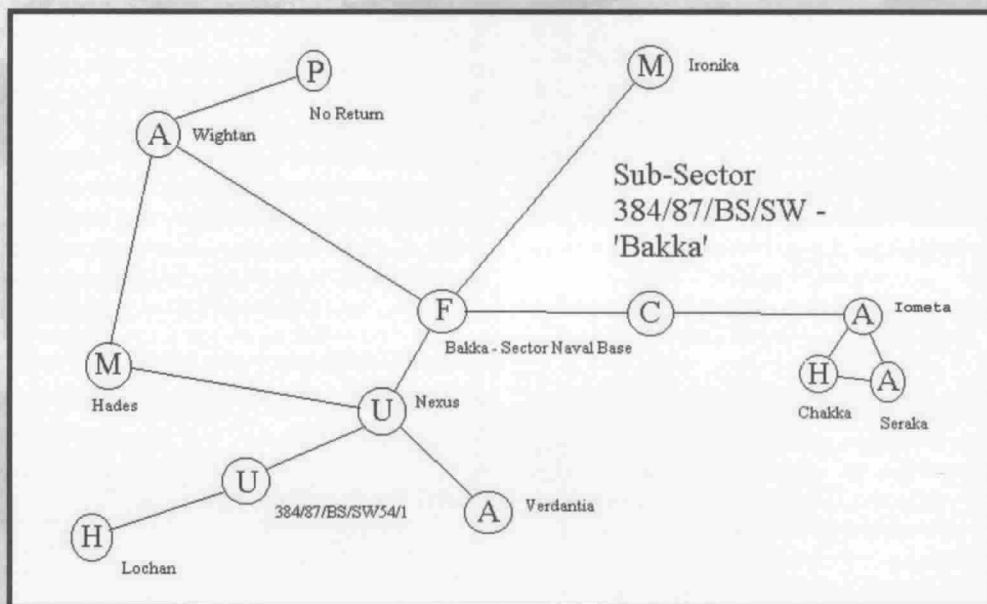
Any vessel whose base is under the hole at the centre of the template takes D6 hits, any vessel whose base is partly or completely under any other part of the template takes a single hit.



BATTLEFLEET BAKKA

EXPERIMENTAL RULES FOR AN IMPERIAL FLEET

by John Lambshead



Bakka is the Sector Naval base closest to Magragge and as such played a major part in defeating Hive Fleet Behemoth at the climactic Battle for Macragge.

This list is an updated version of that published in BFG Magazine 2, and as such replaces that list.

SEGMENTUM TEMPESTUS

Segmentum Tempestus is one of the five Segmentum Majoris, the great administrative divisions of the galaxy. It lies to the galactic south of Segmentum Solar, between Segmentum Pacificus to the galactic west and the Ultima Segmentum to the galactic east. Here, matter is scarce and the Segmentum is mostly a dark and empty void dimly lit by scattered stars.

Segmentum Tempestus is organised into 200 light-year cubes called sectors. The naval headquarters are located in a 15 light-year cuboid, Subsector Bakka, which is located on the main galactic star arm that passes through the east of the Segmentum.

Tempestus is mercifully free from proximity to a festering mass incursion from the warp, such as the Eye of Terror or the Maelstrom. So Chaos incursion is usually a problem of raiders than the mass attack of a large fleet of deranged

heretics. However, Tempestus is notorious for genestealer infestation, and Ork and Eldar buccaneering. There has, therefore, been a tendency for Tempestus battlefleets to concentrate on small flotilla anti-piracy tactics rather than Grand Fleet strategy.

In the 36th Millennium, a group of Tempestus tacticians, sometimes called the Gareox Prerogative because they were based at the Gareox Sector Base, came to prominence. This 'Young School' proposed a complete change to fleets based on attack-craft carriers as such tactics had proved highly effective against pirate squadrons. The arrogant Prerogative eventually gained enough political influence to control ship design and were able to order the construction of attack-carrier warships such as the ill-fated *Despoiler* class battleships.

This action brought them into conflict with the 'Big-Gun Lobby' at Bakka. Political rivalry eventually led to outright civil war, the so-called Gareox incident (Inquisita Classificationae Purgata Secrata, level sextus). A series of fleet actions demonstrated the superiority of lance-armed warships over attack carriers and the Prerogative was purged and Gareox cleansed. In their bitterness, many of their supporters in The Fleet turned to blasphemy and fled into the warp. Only three *Despoilers* were built out of

the fifteen originally ordered and all became traitors.

This incident left for many centuries a suspicion of attack carriers in Tempestus battlefleets and even today there is a tendency for such fleets to favour big-gun ships. This is particularly true of Battlefleet Bakka where the Big-Gun Lobby had reigned supreme.



THE FORGE WORLD

Bakka is a young world, a squalling brat of a world. Left alone, it might have matured, passed through adolescence into tolerant middle age, and raised a plethora of biological children. But it never had that chance because the restless agents of mankind claimed it for their own, greedy for its abundant and available mineral wealth. The surface of Bakka consists of black island rafts of basalt and granite that float on a glowing viscous sea of cooling lava. Every so often, turbulent flow or a meteorite strike causes fresh magna to burst through the thin skin on the surface of the orange seas and throw incandescent fountains of yellow fire into the sky.

The atmosphere is hot, acrid and oh so poisonous; oxides of nitrous, sulphur and sodium mix with ammonia in spirals of yellow, brown and red fog. Giant, tracked machines extract minerals when convective flow forces important ores near the surface of the seas. The loss rate among the larva workers is substantial and commonly penitents and heretics are assigned to the duty. The punishment for a penitent and a heretic is the same. Naturally, the Emperor rejoices at the righteous remorse of a penitent but the sin must still be cleansed by punishment.

Permanent installations are built on the black rafts. In the reinforced adamantium walls of the fortress-like plants, ore is processed into usable materials. Heavy laser batteries are mounted on the strengthened roofs of the squat, dark structures to blast away meteors - and the Emperor's foes. Most of the manufacturing facilities hang above the planet in geostationary orbit and here are also found the vast, sprawling dockyards of the Segmuntum Tempestus Sector Naval Base.

SPECIAL WEAPONS OF BATTLEFLEET BAKKA

Fleet Defence Turret

Battlefleet Bakka warships need to be well equipped with turrets because of the relative lack of fighter defences. A particular Bakka innovation is the fleet defence turret. This is a special long-range turret fitted to special 'flak' ships that can be used to protect other vessels in near convoy. The fleet defence turret employs the same rules as a normal turret, except that it can be used to protect either the ship on which it is mounted or another vessel (or space station etc) within 15 cm. Note that a fleet defence turret can only be used to protect **one** vessel a turn. A player must designate the protected vessel the first time the turret is used.

A Strength 1 Fleet Defence Turret may be added to any Battlefleet Bakka Cruiser or Escort ship for an extra 5 points.

A Strength 2 Fleet Defence Turret may be added to any Battlefleet Bakka Cruiser for an extra 10 points.

THE FIRST TYRANNIC WAR

One of the most famous battles involving Battle Fleet Bakka took place during the First Tyrannic War. The Ultramarine Homeworld of Macragge was under heavy attack from Hive Fleet Behemoth, and the Ultramarines were being forced back, step by step, by a tide of alien horrors. Then, just when all appeared to be lost, the first squadrons of ships from Battle Fleet Bakka began to arrive.

In space Marneus Calgar watched in rapt attention as reality rippled in front of the shapes emerging from the warp before parting like a curtain to reveal the familiar shapes of Imperial warships. Over two hundred Imperial eagles emblazoned the hologlobe representing heavy cruisers, missile destroyers, battleships and including a gold eagle representing the huge Emperor class capital ship Dominus Astra. The sense of relief was a palpable force aboard the ships of Ultramar, now the Tyranids were trapped with the Tempestus fleet ahead and the Ultramar fleet behind.

The hive fleet started to decelerate and turn back insystem, seeking to destroy the lesser

Ultramar force behind them. The Ultramar fleet slowed and prepared to fight again as Calgar swiftly communicated with Lord Admiral Rath, commander of the Tempestus fleet, and exchanged plans. The Ultramar fleet clumped into a tight wedge to keep the Tyranids at bay with their massed batteries while the Tempestus vessels spread into a broad avellan cross. As the Tyranids engaged Calgar's ships the arms of the cross formed by Lord Admiral Rath's fleet closed in around them like the jaws of a trap.



The battle was short and brutal as the Tyranids were caught in the cross-fire of the two fleets. Though they were outnumbered by over three to one the Imperial ships blasted their way through the hive fleet and scattered the bio-ships into small groups. The Tyranids' piecemeal counter-attacks were beaten off by the awesome firepower of the heavily armoured and shielded Imperial ships. Their lances of fusion fire transixed the organic hulls of the bio-ships and clouds of Imperial Navy fighters darted in to tear apart the crippled vessels. Within an hour the remnants of the hive fleet were dead and drifting, charred hulks spinning slowly through the void.

The battle had taken its toll of the combined fleet. Calgar had lost half his remaining ships and several Imperial ships had to be destroyed by the weapons of their compatriots because they had been boarded and overrun by the Tyranids. The tales of horror from these vessels mirrored those from the polar fortresses on Macragge all too closely. It was evident that the Tyranids were horrifying, almost unstoppable opponents at close quarters.

With the fate of the beleaguered polar garrisons pressing on his mind Calgar swiftly gathered up his fleet and turned back insystem, Lord Admiral

Rath's ships swung into triumphant procession behind him. Though it would be many hours before the fleet could arrive at Macragge Calgar was determined to return in time to save his men.

Behind the two fleets the very fabric of space rippled before it was suddenly torn aside as another fleet emerged from warp space. The hologlobes were filled with ranks of red sparks as the second Tyranid hive fleet bore down on the ships of the combined Imperial fleet. This hive fleet was fresh and undamaged: hundreds of large bio-ships made up its vanguard with their smaller companions staying to the sides and rear.

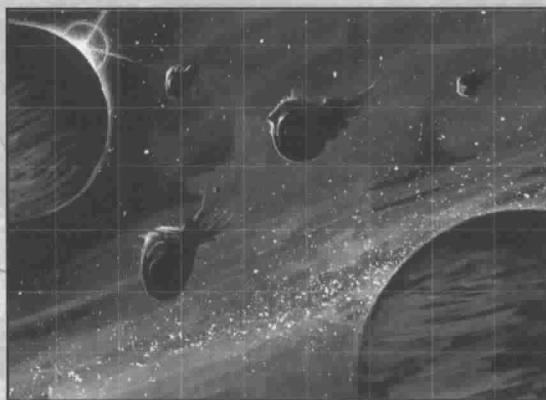
Calgar desperately sought an edge to exploit against this new foe. The other fleet had only been defeated because it was surprised and weakened; this new fleet was too strong to fight. The defences of Macragge were hours away, damaged by the ongoing Tyranid assault but still operational. The only other defensive point was the ringed gas-giant Circe, which they could reach within the hour.

Calgar headed back to Macragge. Lord Admiral Rath declared that too many of his ships would be caught before they reached that planet and turned away toward Circe. As the ponderous ships of the Tempestus fleet swung their prows towards roiling Circe and its treacherous rings of rocks and dust the hive fleet smoothly divided itself. The greater part of the alien ships pursued the Imperial vessels towards the gas giant and its shining rings. The remainder dogged the Ultramar fleet with such numbers that to turn back would be suicidal.



Amidst the rings of Circe the Imperial fleet turned at bay, their engines holding them at a dead halt above bands of storm that reached about the giant's circumference. The Tyranid ships swept forward in a wave which filled the monitors and gun sights with targets. Laser salvos and plasma beams struck down the bio-ships by tens and then hundreds but the hive fleet ground forward regardless of loss. Vessels of both sides fell towards Circe's hungry pull as they were hit, tumbling down to be smashed apart in the stony rings or to send flares of incandescent gas jetting into space as they burned amidst clouds below.

One by one the Imperial vessels were grappled and overrun or torn apart by the hail of shots from a dozen foes. The rings flared with the



'Put not your trust in ships because ships fail.

Put not your trust in guns because guns fall silent.

Put not your trust in men because men break.

Put your trust in the Emperor because he is the salvation of mankind.'

Epistle to the Macraggans.

bright flashes of Imperial ships dying in fiery wreaths of plasma. The skies above Circe were filled with the detritus of war, charred fragments of ships and bio-ships merging together to form new rings of steel, blood and bone. At the height of the battle only a fraction of the Imperial warships remained operational, amongst them the scarred bulk of the Dominus Astra.

Giving his remaining ships a final order to scatter, Lord Admiral Rath swung the mighty capital ship about and thrust forward into the heart of the hive fleet. Roaring forward on its many tails of white fire the Dominus Astra ripped through the bio-ships with its jagged ram, weapons blasting from every gun port and turret, the enemy so close that the shot and detonation of its fusion cannon were simultaneous. For a brief instant the Dominus Astra kept the horde back with the blaze of its weapons before the Tyranids swept in like a tide of bone and flesh to cover it with their numbers.

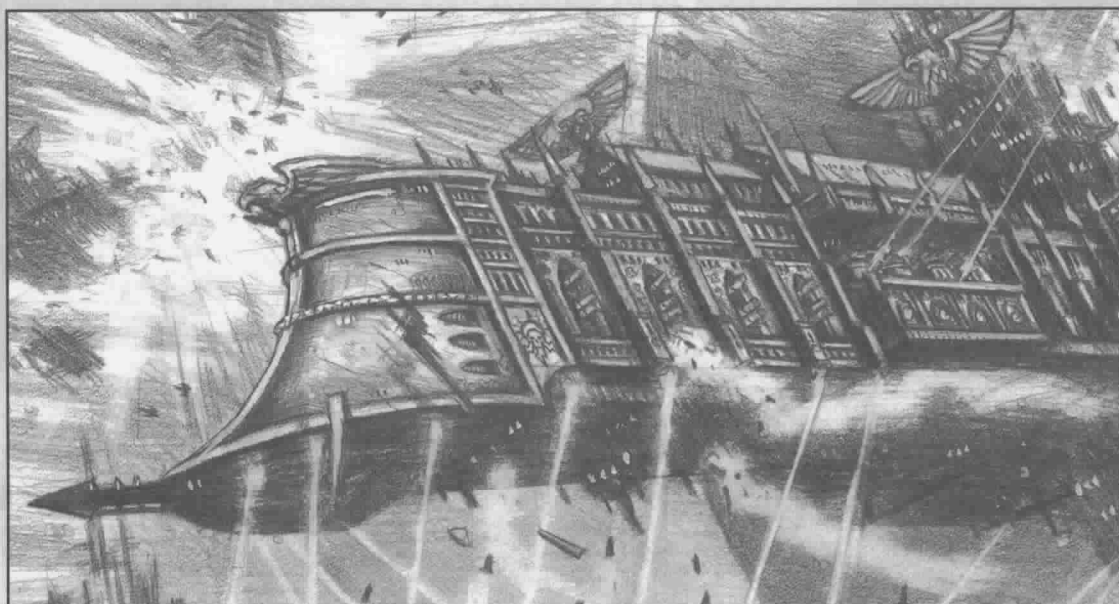
A black globe crackled and flared into existence over the spot. Real space rippled visibly and then shuddered back before the groaning warp drives of the Dominus Astra as it hurled itself into the warp. Reality contorted under the

strain: mass and warp energy collided in a cataclysmic implosion of black light and impossible sound. All of the closest Tyranid ships were dragged into the Astra's displacement and were lost with it. Those further away were smashed in the swirling storm of dust, rocks and other detritus swept into the ship's wake. Great flares of incandescent gas gouted up from Circe to incinerate the handful of surviving ships that remained in a holocaust of flame.

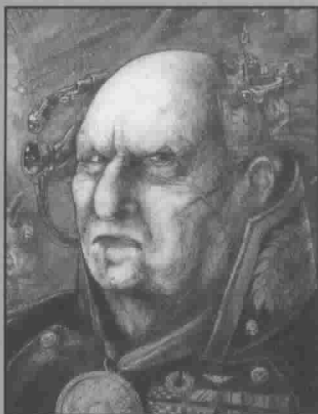
The Dominus Astra disappeared into the warp never to be seen again. Only a dozen other ships of the proud Tempestus fleet survived the battle of Circe. These limped away towards Macragge, though the battle for the Ultramarines' homeworld would be long over by the time they arrived.

The last stand of the Tempestus fleet was visible on magnascope, the light from Circe's orbit taking seconds to catch up with the Ultramar fleet. Calgar could only helplessly watch the Imperial vessels wreathed in the flame of their weapon fire, the silent explosion of Tyranid ships as they were struck, the glittering aurora of lights as laser salvos vaporised rings of dust. As the Dominus Astra dragged the heart of the hive fleet to oblivion the bio-ships pursuing Calgar started to split up, the smaller vessels rushing after the Ultramar ships while their larger companions turned back and left the Macragge system.

In space the survivors of the Ultramar fleet easily destroyed the last wave of bio-ships. The Tyranids drove straight forward against the fleet and Macragge's defences, each successive foe was destroyed before it came anywhere near the planet. Hive Fleet Behemoth had been defeated.



LORD ADMIRAL ZACCARIUS RATH



'Those far distant, warp-beaten ships, upon which Imperial citizens never gaze, stand between heresy and the dominion of the galaxy.'

Lord Admiral Rath

Zaccarius Rath was born on Delta Prime in Sector Prime. His father, a man who knew his own worth, was Steward to one of the estates of the hereditary Bakka. At night, the skies over Delta Prime were coloured with the 'The Blaze', the spiral arm of the galaxy passing through the Segmentum. The young Zaccarius used to lie on his back in the cool evenings watching the cold glittering stars and dreaming. To Steward Rath's great disappointment, his only son eschewed an elegant career in the Stewardship to enlist in the Imperial Navy.

Rath joined the naval cadets at Karmon College at the age of 14. He was a slightly built studious youth and many of his instructors doubted the capability of the new cadet to survive the rough and tumble of naval life. But he did more than survive, a diamond-bright indomitable will forced him to excel. He proved adept at the epee and many a foolish, overbearing lout bore facial scars to remind them of Rath's mastery in the duelling stocks. Of course in later years, a scar received at the hand of Lord Admiral Rath became a badge of honour.

Rath was commissioned as 125th Lieutenant into the Cruiser *Diomedes* working steadily through the ranks. He was promoted to Damage Control Officer in the battleship *Word of the Emperor* and earned great

respect for his organisational skills. He also won a Bakka Purity Commendation for leading a counterattack on Ork boarders, slaying the Ork Chieftain personally with a broken cutlass.

It was as Flag Tactical Officer for the 34th Destroyer Flotilla that Rath's strategic genius began to show. In a series of brilliant engagements, his devious mind plotted the downfall of the Eldar Pirates of the Ganzona Rift. Wherever the faster, theoretically more manoeuvrable, Eldar fled they found Cobra gunships already turning into attack runs. From then on, the 34th were known as Rath's Marauders. The Ganzona Rift War won Rath his Flag Rank and the Azure Medallion.

Rath became Battlefleet Bakka's supreme strategist. Lord Admiral Vannion claimed that Rath's presence on the bridge was worth an additional squadron of battleships. In due time Rath replaced Vannion as Lord Commander of all naval assets in the Bakka Sector. The Ultramar expedition was the largest armada of warships ever sent out of the Segmentum. There was never any doubt who would lead the force.

Lord Admiral Rath 250 pts

A Bakka fleet may include Lord Admiral Rath (Ld 10) as Fleet Commander. Rath has three fleet commander rerolls.

Special Rule: To the men of Battlefleet Bakka Rath is a great man. His flagship will always be a battleship, whose crew, honoured and inspired by the great man's presence will fight with great courage and pride. The flagship receives one ship refit and one weapons refit rolled randomly on the refit tables on p.156 of the BFG rulebook, for free. In a campaign, a ship so-refitted must remain Rath's flagship throughout the campaign unless it is destroyed.



SEGMENTUM TEMPESTUS, BAKKA SECTOR FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include 1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Fleet-Admiral (Ld 8)	50 pts
Admiral (Ld 9)	100 pts
Solar Admiral (Ld 10)	150 pts

Lord Admiral Rath may be taken as the Fleet Commander if the fleet is worth over 1500.

Lord Admiral Rath (Ld 10)	250 pts
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Admirals get one fleet re-roll included in their points cost. If you want more you'll have to pay for them.

One extra re-roll	25 pts
Two extra re-rolls	75pts
Three extra re-rolls	150 pts

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

0-1 Imperial Emperor class battleship (Dominus Astra only)	345 pts
Imperial Victory class battleship	360 pts

Battlecruisers & Heavy Cruisers

You may include up to one battlecruiser in your fleet for every two cruisers.

Imperial Overlord class battlecruiser	235 pts
0-1 Vengeance class grand cruiser	230 pts
0-1 Avenger class grand cruiser	220 pts
0-1 Exorcist class grand cruiser	230 pts

0-12 Cruisers

Imperial Dictator class cruiser	220 pts
Imperial Lunar class cruiser	180 pts
Imperial Gothic class cruiser	180 pts
Imperial Dominator class cruiser	190 pts
Imperial Dauntless light cruiser	110 pts
Imperial Endeavour light cruiser	120 pts
0-3 Imperial Enforcer escort cruiser	110 pts

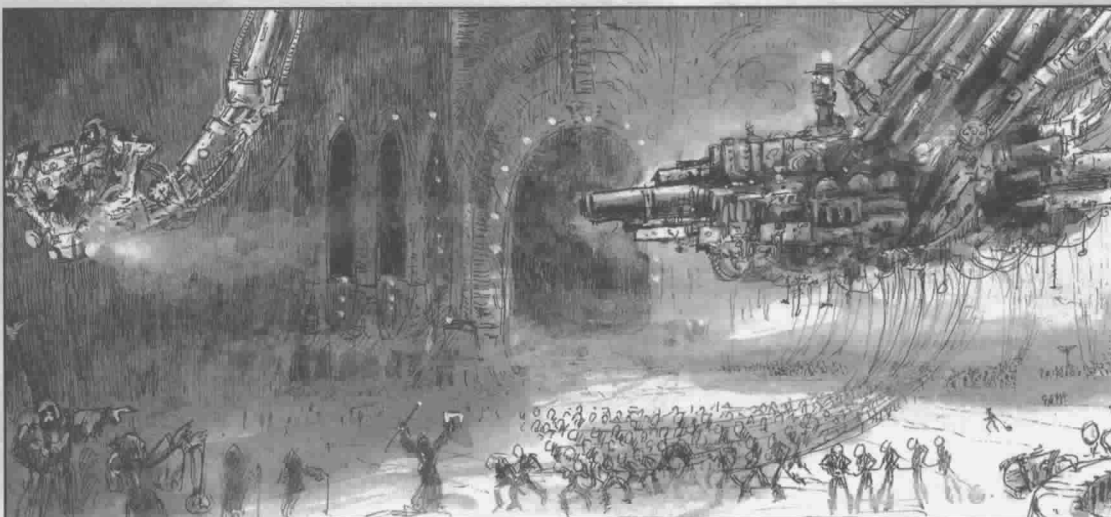
ESCORTS

You may include any number of escorts in your fleet.

Imperial Firestorm class Frigate	40pts
Imperial Sword class Frigate	35pts
Imperial Viper class Missile Destroyer	45 pts
Imperial Cobra class Destroyer	30 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury Interceptors or Starhawk Bombers. The Emperor Class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes, but they may be equipped with special torpedoes if the additional points are paid, see 'Torpedoes Away' in the Warp Storm supplement.

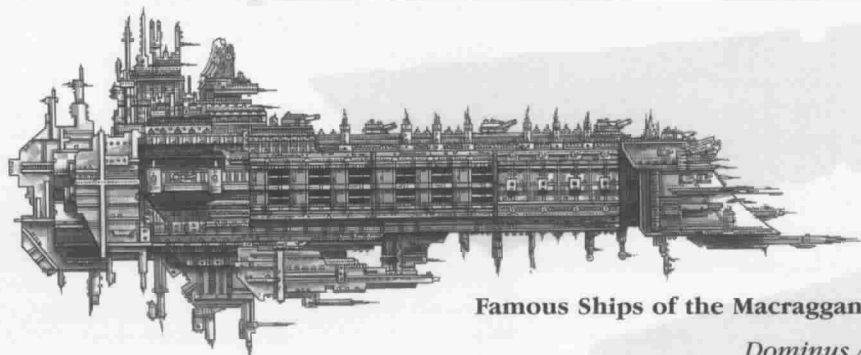


EXPERIMENTAL RULES

D'AYNES FIGHTING SHIPS OF SEGEMENTUM TEMPESTUS

BATTLEFLEET BAKKA

IMPERIAL EMPEROR CLASS BATTLESHIP 345 pts



Famous Ships of the Macraggan War
Dominus Astra

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		60cm	6		Left
Starboard weapons battery		60cm	6		Right
Port launch bays		Furies: 30cm Starhawks: 20cm Sharks: 30cm	4 squadrons		—
Starboard launch bays		Furies: 30cm Starhawks: 20cm Sharks: 30cm	4 squadrons		—
Dorsal weapons battery		60cm	5		Left/front/right
Prow weapons battery		60cm	5		Left/front/right

Notes: The Emperor class battleship is a slow and ponderous vessel and cannot use Come to New Heading special orders. The Emperor class dispenses with the normal armoured prow and instead carries a mass of sensor probes and forward turrets, giving it +1 to its Leadership rating. For an extra +5 points an Emperor class ship may carry squadrons of Shark assault boats.

Emperor Class battleships are among the oldest to serve in Imperial Fleets and are commonly used as flagships. Only one member of this class, the venerable *Dominus Astra*, saw action against Hive Fleet Behemoth while serving as Lord Admiral Rath's flagship. The *Dominus Astra* was lost in combat at the Battle of Circe in the Macragge system when an Imperial Fleet of 200 vessels was overwhelmed by Tyranids. In order to cover the disengagement of the remaining twelve Imperial warships, Lord Rath ordered the battleship into the heart of the enemy fleet, ripping through their formations with all guns

blazing. As the alien hordes closed around the doomed ship, the *Dominus Astra* engaged it's warp drives tearing apart real space, dragging large numbers of the unholy foe into the immaterium and dashing many others onto the rings around the gas giant. The Emperor Class ship was never officially seen again although rumours abound of a mysterious ghost ship that appears from the warp in time of greatest peril to hurl itself on humanities most dangerous enemies.

For further information on Emperor Class Battleships, see page 106 of the *Battlefleet Gothic* Rule book.

IMPERIAL VICTORY CLASS BATTLESHIP 360 pts



Famous Ships of the Macraggan War
Hammer of Scaro Victory Argus Conqueror

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	4	6+ front /5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		60cm	4		Left
Starboard lance battery		60cm	4		Right
Dorsal weapon battery		60cm	6		Left/front/right
Prow Nova Cannon		30-150cm	1		Front

Notes: The Victory class battleship is heavy to manoeuvre and cannot use the Come to New Heading special order.

Four *Victory* class battleships served against Hive Fleet Behemoth, the *Victory*, *Argus*, *Conqueror* and *Hammer of Scaro*. In internal layout, the *Victory Class* resembles *Retribution* class battleships and possibly this design is the product of grafting lance weapons systems onto a *Retribution* template in an attempt to replicate the successful *Armageddon Apocalypse* class battleship. The Technomagi of Mars refuse all requests for access to their records so the origin of this class remains unclear. The *Conqueror* particularly distinguished itself during the Great Crusade to enlighten the galaxy with the Emperor's wisdom after the Age of Strife. *Conqueror* led the fleet that cleansed System Stabulo of the twisted once-human deviants that polluted Sector Tempestus. The *Hammer of Scaro* was

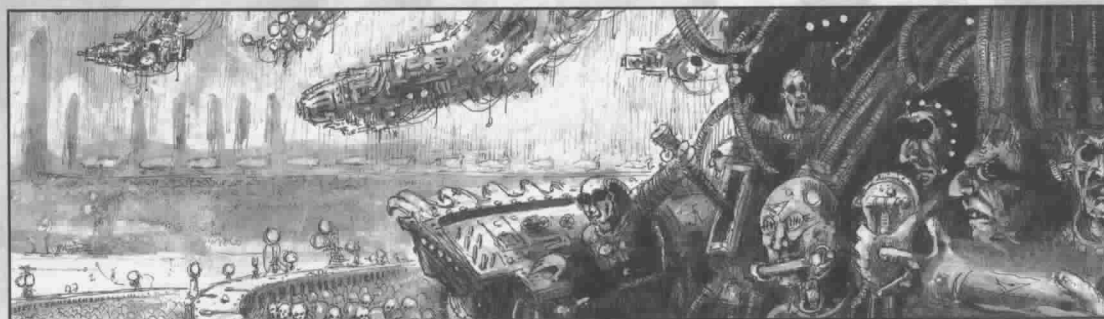
rebuilt with prow torpedoes instead of its nova cannon after receiving severe damage ramming the Ork Hulk *Gungedrinka* at the Battle of Lexus.



Notes: The *Hammer of Scaro* was refitted with torpedoes after the Battle of Lexus. This replaces the Nova cannon with strength 9 torpedo.

'Victory? What use is victory? Let me have a battle of annihilation.'

Fleet Commissar Drussos



EXPERIMENTAL RULES



ENFORCER CLASS SYSTEM CONTROL CRUISER 110 pts



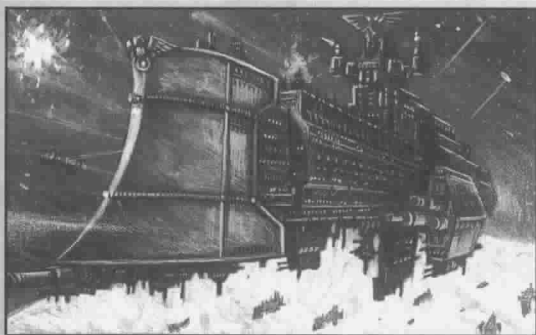
Another Gareox Prerogative design, these through-deck cruisers are intended as system control ships. Many a wavering Imperial Governor has been reminded of his obligations by the appearance of an Enforcer Cruiser with its prowling fighter and bomber squadrons, and hard-hitting lances. One of the most famous Enforcer cruisers is the *Imperial Ghost*, which single handed prevented rebellion in an entire subsector by isolating the systems until the arrival of Imperial Guard reinforcements. Tempestus has found this type to be effective against pirates but, like many Preogative designs, to be less successful in fleet actions.

Famous Ships of the Macraggan War

Imperial Ghost *Dux Cornovi*

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Launch Bays		Starhawks: 20cm Furies: 30cm	1 Squadron		Left
Starboard Launch Bays		Starhawks: 20cm Furies: 30cm	1 Squadron		Right
Prow Lance Battery		30cm	3		Front

IMPERIAL ENDEAVOUR CLASS LIGHT CRUISER 120 pts



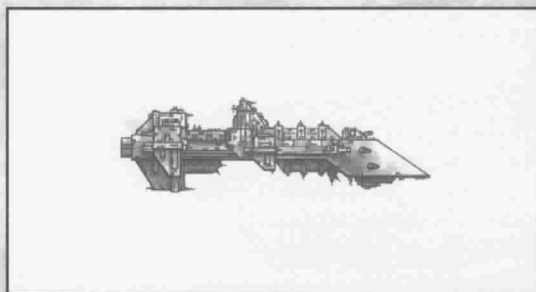
Endeavour Class light cruisers are popular as convoy flagships. The most famous convoy leader in Battlefleet Bakka is the *Resolute*. This ship has accounted for more than 17 pirate ships and 204 attack craft in its 400 year career. It particularly distinguished itself at Heaven's Split where, with only two under-strength squadrons of Cobras, it fought off continuous waves of Ork attack craft for two days until the Escort Pack *Silver Wolves* drove off the grenskings. Admirals have also found this class effective as fleet escorts and it has become common practice to pair battleships and light cruisers in Battlefleet Bakka.

Famous Ships of the Macraggan War

Resolute *King Horaxe* *Emperor's Shield*

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons battery		30cm	8		Left
Starboard Weapons battery		30cm	8		Right
Prow Torpedoes		30cm	2		Front

IMPERIAL VIPER CLASS MISSILE DESTROYER 45 pts



Famous Ships of the Macraggan War

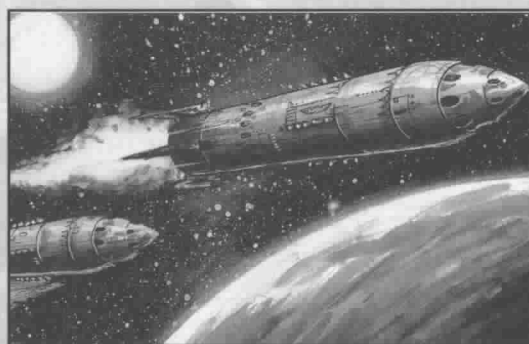
59th Rat Runners

76th Silver Spears

During the Gareox Prerogative, many Cobra destroyers were converted to carry boarding torpedoes as part of the Young School's obsession with ordnance. Their main weapon battery was removed and extra torpedo launch batteries added. The experiment was not a success; destroyers could not carry large enough crews to man the torpedoes properly and fight the ship. Most of the destroyers have been gradually converted back to standard armament but a number still retain all torpedo armament, even though they no longer use boarding torpedoes. These ships are

designated missile destroyers and are organised into separate flotillas. They make poor convoy escorts but have been surprising successful as fleet support flotillas. Massed torpedo attacks at critical moments in the battle have often turned the tide for Imperial Fleets.

The 204th Grey Sharks Flotilla caught the Ork Kroozer *Foe-Masha* in a devastating cross fire blasting the pulse engines off the back of the Terror ship, leaving it a helpless cripple. The 193rd Flotilla is credited with finishing off the crippled Heretic battleship *Pustulence* with salvos of torpedoes fired at point blank range.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Torpedoes		30cm	3		Front

'The Emperor helps those who aim their lances well.'

Traditional Saying



HELLFIRE

Converting a new Chaos Heavy Cruiser by Duncan Sargent

To make a Hellfire you will need:

Two Chaos Cruiser plastic hull sprues.

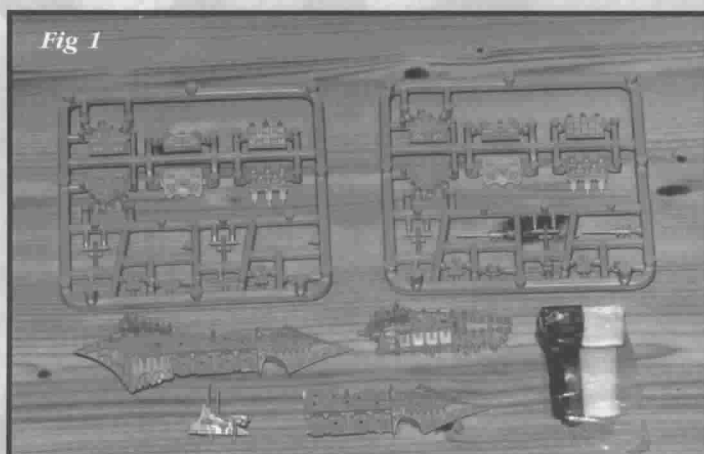
Two Chaos Cruiser plastic weapon sprues.

From these sprues you will need two upper hull pieces and one lower hull piece, as well as a bridge section and some green stuff. I have used green stuff to fill in some gaps, but they are not that noticeable once the model is assembled so green stuff is just optional.

You'll also need the usual modelling knife and glue.

See fig 1.

Duncan's Hellfire was originally an entry into the 'design a ship' competition and came close to winning it. Being a keen BFG player, once he had converted his model he couldn't resist creating some background and stats for it. So we've included these stats as experimental rules. Duncan even included his own technical drawing.



MODELLING A HELLFIRE CLASS

Stage One. Take one of the upper hull pieces and cut off the rear section, at the point where the hull fans out to the stern. Discard the rear and keep the front (see fig 1).

Note on fig 1. In fig 1 you can see the lower hull piece has had its prow cut off. This is because I was using a spare from a previous conversion. If you are working from scratch you'll have a complete lower hull and cutting off the prow isn't necessary.

Stage Two. You will need to cut off the two retaining cylinders from the inside of the upper hull and second upper hull that now has the rear cut off (see the fig 2). The cylinders need to be trimmed so that they are flush with one another enabling a neat and tight fit. If you just hold the two hull tops together you will see that between the two hulls at the neck and also along the battery mounts there is a small gap; the only place where they actually fit neatly is at the front of the vessel. When the halves are

glued together you can fill this gap with green stuff.

Stage Three. The next stage is to remove the rear section that you require from the lower hull with the front already cut off. If you look at the bottom section of the hull you will see that it has two rows of triangular spikes that run from where the pointed head comes into a neck, back to where the hull steps up to the rear. You need to go two spikes back from the front; this should be the correct place to cut. You can double check it before you cut by



BEST OF

Fig 3

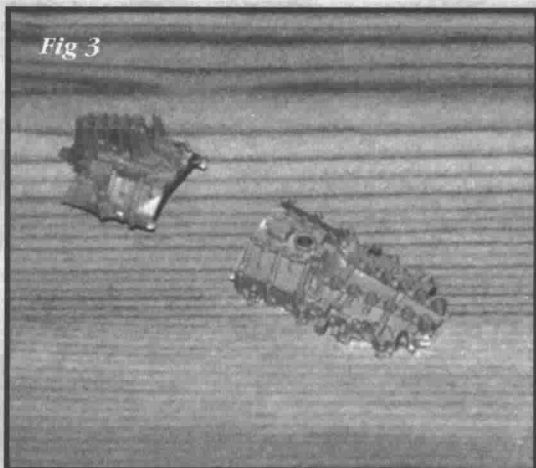
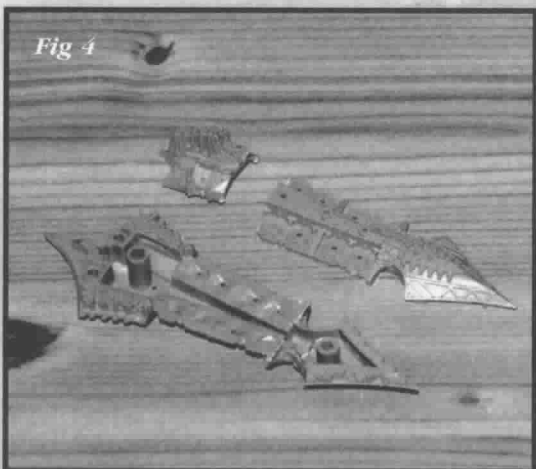


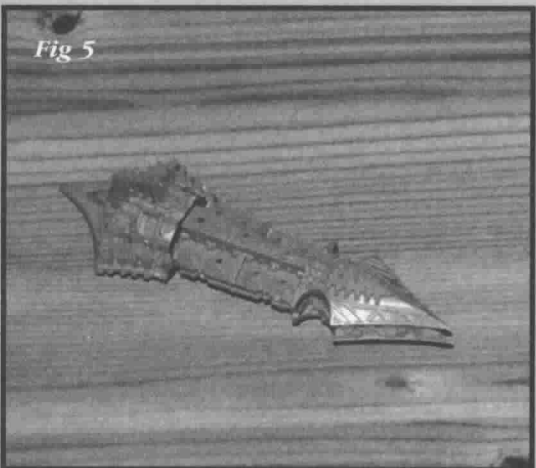
Fig 4



lining up the top front with the rear you have already removed (see fig 3). Keep the rear part and discard the front section.

If you look at the bottom hull section towards the rear, you will see various raised bits, you will need to cut where the third one of these from the rear sits. You should end up with three hull sections looking like those shown in fig 4 above.

Fig 5



Stage Four. The three hull parts can then be glued together to make the basic cruiser shape. Remembering that if you wish you can fill the gaps with green stuff. I just rolled out two sausages of it and laid them along the length of the battery mounts, then made two small balls and placed them near the neck.

Once the two (top) hull sections were pressed together and glued, I simply trimmed off any excess greenstuff with a modelling knife.

Do not worry that there appears to be a gap around the engine or rear bottom hull section as this will be covered once the lance batteries are in place. See fig 5 for how the ship should now look. Note that the ship is 'belly up' in this photo.

You can now see the main difference with this ship to other Chaos cruisers. It has spaces for 'under-slung' weapon positions as well the regular weapon positions. These replace the bulk of the lower hull section and allow the heavy cruiser to carry its large number of weapons.

Stage Five. At this stage I made provision for the flight stand to be put into place. I made a small hole in the bottom hull; this is on the flat bit where the bridge would overlap on a normal kit (visibly on fig 5). The hole should not be too wide, just enough for a flight stand to fit tightly.

Fig 6



Stage Six. In fig 6 I have laid out the bits that are needed to arm the cruiser. These are four weapons batteries, four lance battery mounts and four lance turrets. You will also need three more turrets (I have used the quad barrelled ones), for the dorsal, keel and rear facing turrets and a bridge.

I have also selected a variety of masts to go on the vessel at this stage.

Stage Seven. When you arm the cruiser the weapons batteries go on the top. Put these on first, then when you attach the lance turret mounts you will find that they are a really tight fit. I had to trim the fronts to get them to go in

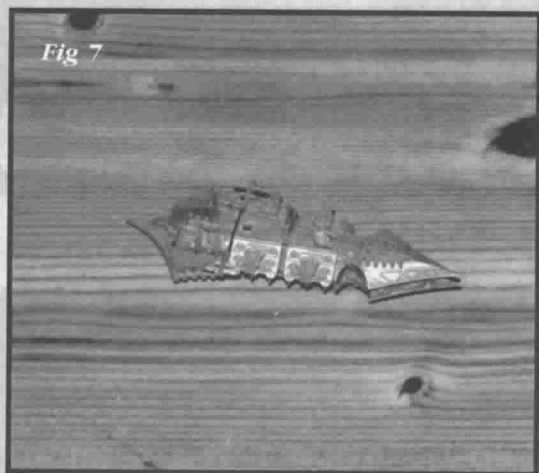


Fig 7

place, but nothing drastic. The four lance turrets can then be positioned into the four lance battery mounts, effectively hanging upside down.

You will also need to mount the dorsal lance turret. Position it on top of the forward weapons section. For looks I have also mounted a turret underneath the vessel, placing it in the opposite position to the one on top (*as shown in fig 7*).

After this you can mount the ship onto its flight stand.

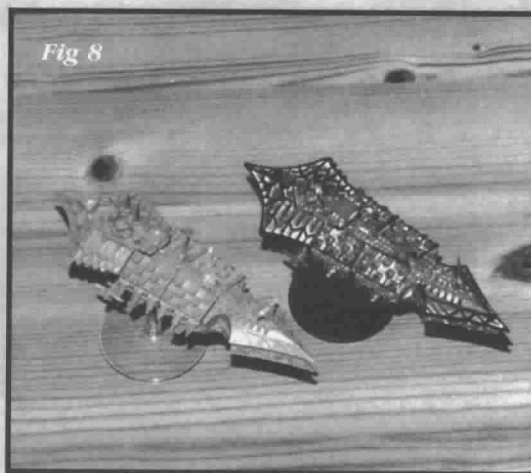
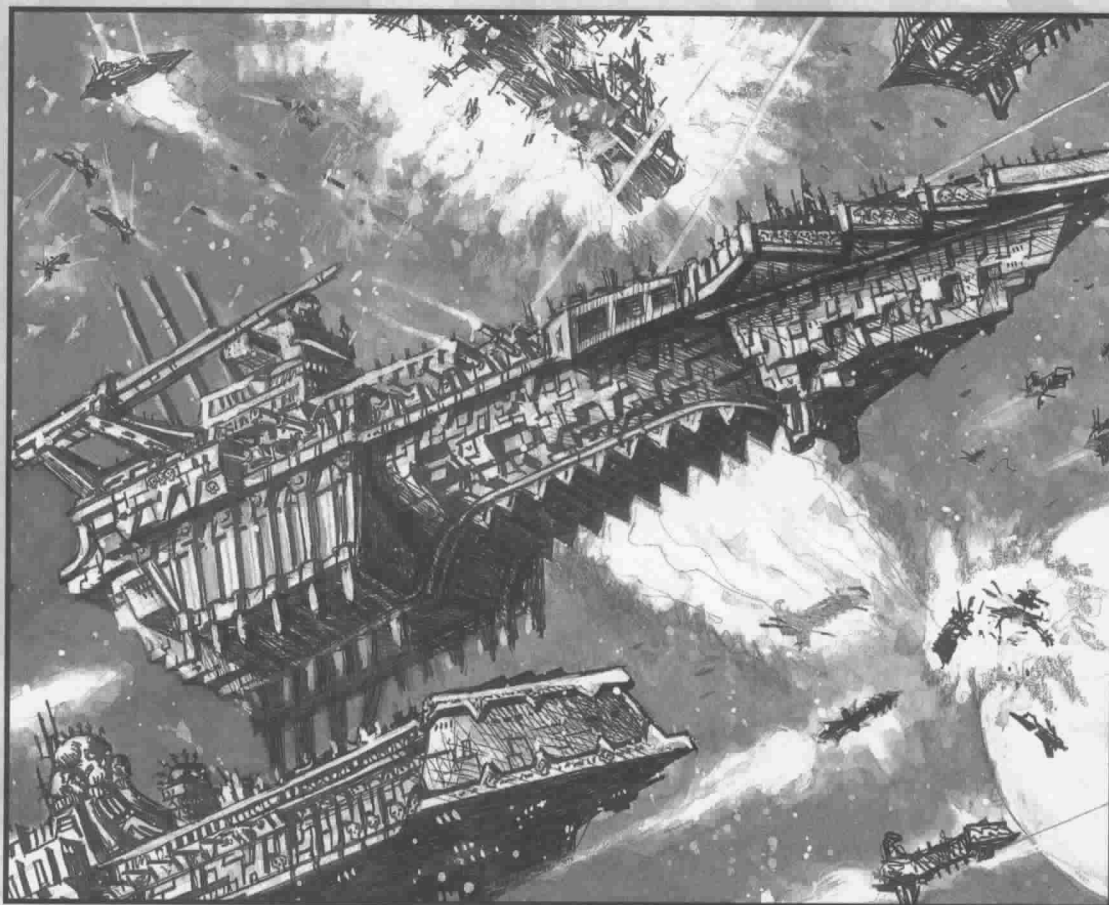


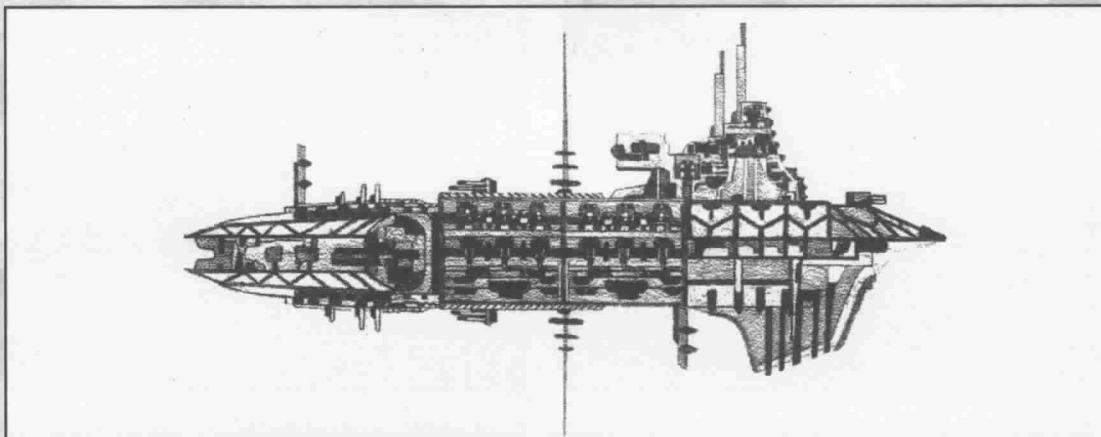
Fig 8

Now fit the bridge into the normal position and add any masts and sensor arrays that you like to the vessel's hull. I have used masts on the prow, tall masts both above and underneath the junction of the weapon sections, and sensors jutting out sideways from behind the weapon sections. This is not important and can be done to your own personal taste.

You can see my final model in *fig 8*, along with my painted version.



BEST OF



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Heavy Cruiser/8	20cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		45cm	8		Left
Starboard weapons battery		45cm	8		Right
Port lance battery		45cm	2		Left
Starboard lance battery		45cm	2		Right
Prow Weapons battery		30cm	6		Left/Right/Front
Dorsal Lance battery		60cm	1		Left/Right/Front

Special : When using the special order 'All Ahead Full' or 'Burn Retros' the ship may not use any of its lance batteries. This is because the ship needs to re-channel the energy used to power these weapons back to the engines and thrusters.

The Hellfire class Heavy Cruiser was an early attempt by the Adeptus Mechanicus to mount large batteries of various weapons onto a cruiser hull. Initially the ships were only fitted with relatively weak, although numerous, lance and weapons batteries, however after several years of careful observation and tinkering with the ship's power output enough energy was able to be diverted to increase the range of the lance batteries. The ships became a formidable adversary and were used in planetary sieges and system blockages.

Although the ship's huge arsenal was of great use to fleet commanders, the ships inability to keep pace with other vessels of a similar design was a hindrance to fleet manoeuvres. Also they were considered to be an easy target for any enemy who were actually able to get close to them, due to their lack of shields. Having power drained into the lance batteries came to a large degree at the expense of the shield generators, fine if you are standing off and firing but dangerous if you are taking part in a large scale engagement at close quarters.

Another problem with the design was that the space in the vessel not taken up by engines and generators was filled with the massive armouries

for ammunition. This meant that crew quarters were very cramped and that the vessel was not able to carry a large supply of stores. In turn this meant the Hellfire was not much use for long range patrols, unless supported by a flotilla of transports and escorts.

Morale on-board the Hellfire class tended to swing from one extreme to the other, being high at times of conflict when the crews pulled together and did not mind the harsh conditions, the ship's massive batteries reducing all but the most determined enemy to pulp. On the other hand, during the long periods when the ships were at dock or appointed to some obscure system, it slumped to an all time low with no room to move without bumping into one's fellows. In such conditions the murmurings of discontent started to spread and many of these vessels and their crews turned from the Imperium to the darkness of Chaos.

Of those that remain in renegade hands little is known of their whereabouts, but occasionally they pop up usually in the blockades for which they are so well suited.

TACTICA IMPERIALIS

TACTICS FOR DEFEATING THE NECRONS

by ANDY HALL

The Naval Adept looked into his data-portal and sighed as reports and visual records scanned across his screen.

"Report" snapped the Chief Tactical Officer as he approached and stood just behind the Adept's workstation also examining the data-portal.

"It's the ether-net sir, reports are flying in about the aliens. There is widespread panic in all sectors. They are unbeatable sir!"

"Nonsense," stated the officer his old brow beginning to frown, "we had the same problem when the Eldar invaded the Rinestar system eighty years ago. You must adapt – predict the enemy's plan and counter with your own. By the Emperor, if I was seventy years younger I would show them what it is like to go against the Imperium's best." He broke from his revivify and once again looked over the Adept's shoulder and focused on the screen, "all enemies have weaknesses, even these things – you've just got to find them!" He shook his head once more, turned and walked away.

The Necrons have gained a fearsome reputation since their release. Some scurrilous Imperial Admirals and Chaos Warlords even claim that beating them is an impossibility. Well, it is true that the Necron fleet list published in Gothic mag 2 was slightly unbalanced - this was an experimental list and we have now corrected the inconsistencies. Although a lot of the reports I received can be put down to what we call "New Army Syndrome", which is when people look at the new rules and just say "they're too hard" without actually playing against them or giving enough thought to developing a counter-measure.



Nevertheless the Necrons are an entirely new and highly advanced race. They bring a totally different style of play to the table so it is understandable that fleet commanders are having trouble dealing with this new threat.

The first thing I have noticed that commanders are doing wrong is treating the Necrons as if they are just another fleet, using the same tactics as if they were facing an everyday Imperial, Chaos or even Eldar fleet. As we all know the emphasis and even the game system of BFG is geared towards concentrated fire. A cruiser versus cruiser clash will largely cancel each other out but two cruisers against one is almost a forgone conclusion. However, forget everything you know, so to speak, because against the Necrons you will require different tactics altogether.

Even though it goes against the grain of any Gothic player worth his salt, you must first split your fire – this is to force the Necron player to Brace For Impact with the majority of his ships early on. A braced Necron ship is severely reduced in power, no special Necron weapons can be used and Necron batteries are at half rate. Braced vessels are also much easier to hit because the armour is reduced to 4+.

Splitting your fire is not as difficult as it sounds. Firstly you will almost certainly out-number the Necons and so, with a little experienced manoeuvring, should be able to get at least two ships on every Necron cruiser. Another tactical doctrine you must turn on its head when fighting Necrons are the use of lances. Gothic Overlord Andy Chambers states on page 160 of

BEST OF

the Gothic rulebook "always fire your weapon batteries before lances", but this is not so when facing the Necrons! With no shields to over power and an armour value of six it is best to use your lances (hitting on a 4+) first. This forces the Necron player to consider bracing, if he does not then there is a good chance your lances will hit and damage (a Necron cruiser only has a 5+ save). If he does brace (and don't forget this is by no means automatic) then your weapons batteries will now hit on a 4+ and you have seriously hampered the Necron's firepower and special abilities in the next turn.

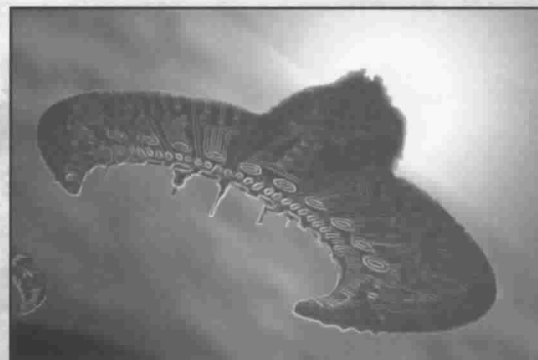
With the opening shots out of the way it is time to really start taking the fight to them. Only the Eldar stand any real chance of out-maneuvring the Necrons, but Chaos and Imperial fleets can rest safely in the knowledge that you will out-number your foe maybe as much as two to one. There is safety in numbers so keep your fleet in one or two battle groups. The keystones of a Necron fleet are its cruisers so your battle groups should go after these vessels. Think of it as a pack of blood hounds after the faster and more cunning fox. Each of these "packs" should have at least one lance armed ship that starts the firing salvo.

Try and keep the Necron ships apart and don't let them form battle groups of their own. I've found when playing against Necrons that because of their speed the Necron player tends to send the cruisers all over the place, each almost acting independently because of their superior power. This is fine for you as it lets your battle groups out-number and out-gun them. If you let them group up they can be devastating as multiple star pulses hit home, so be wary and try to stop such occurrences early on.

So, are Necrons still the unbeatable monster some people would have you believe? Well don't forget Necron ships are extremely expensive. The Reaper class at 350pts for instance being almost same price as two Lunars at 360pts. For that extra 10 pts you get a firepower of 12 (when in a squadron) to the Reaper's 8, 4 shields to the Reapers none, and a torp run of 12. If used properly I say the Lunars have more than a fair chance.

Another point to remember is that you are not necessarily trying to destroy the Necrons but fend them off. The updated victory point rules means that forcing the Necrons to disengage will give you the lion's share of the points. While disengaging your own ships gains the Necron player no such extra benefits.

The Necrons lack of ordnance is also something to be used to your full advantage. With the Necrons having no bombers of their



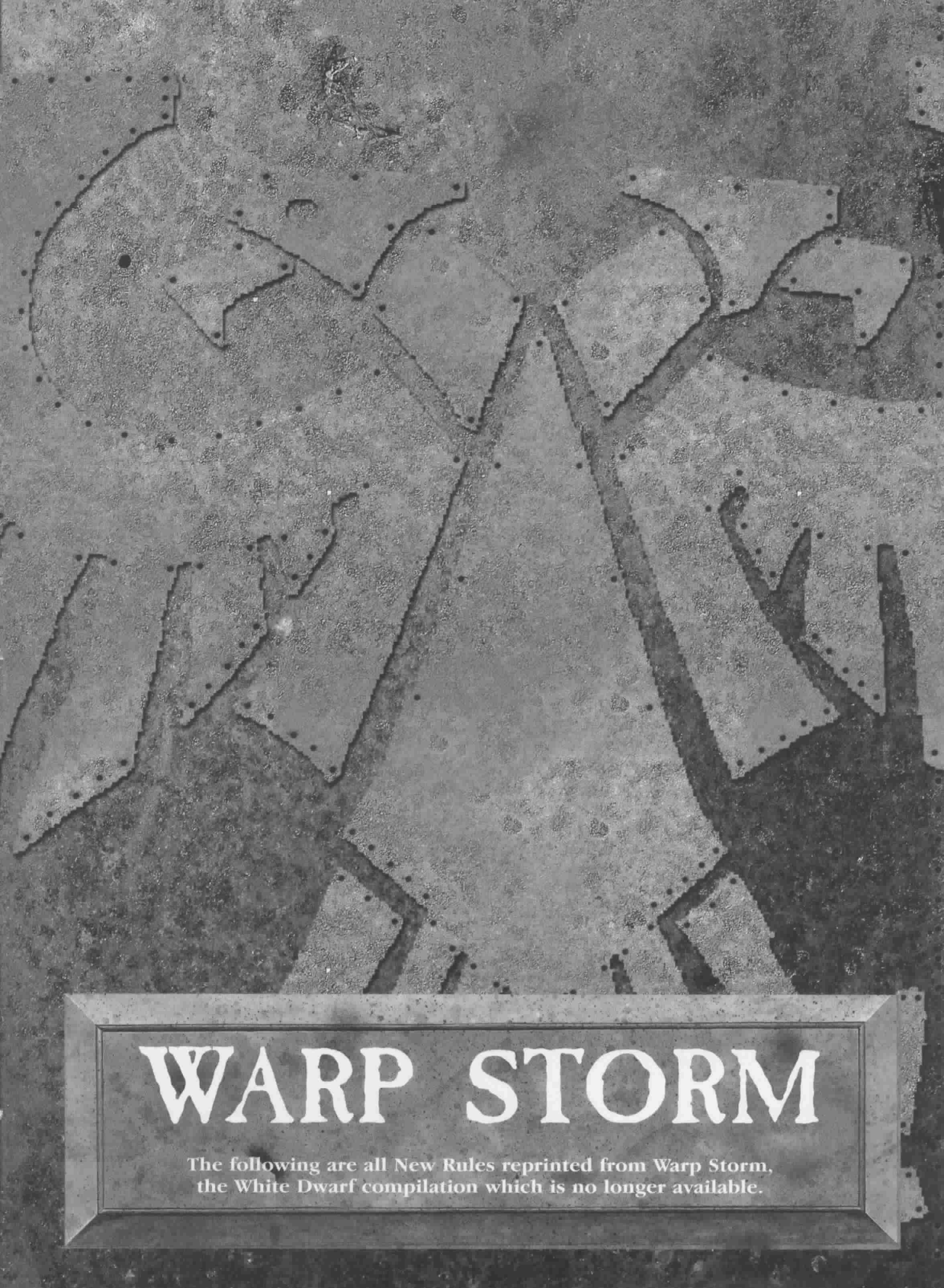
own it is safe for you to churn out as many as you can without having to bother with fighters. Do not base your entire fleet strategy on ordnance, though as Necron cruisers have high turret values, it is best just to let the bombers do their thing and any damage done by them is a bonus.

What follows is a brief summary of what I think are useful ship classes to consider when building your anti-Necron fleet. For the Imperials I recommend Gothics, reasonably cheap and with four lances you can't afford not to take them! The Mars is a good anchor for the rest of your fleet, armed with a Nova cannon, three lances and launch bays. Lunars bought in squadrons of two or three – are the backbone of the Imperial fleet and have a good spread of useful counter-Necron weaponry. Escort-wise the Firestorms have proved a god-send because of their high lance armament.

The Chaos fleet is equally spoilt for choice regarding lance-armed vessels. The Acheron class heavy cruiser has a good mix of lances and batteries. The Devastation class cruiser also has the same mix of weaponry with the added bonus of launch bays. The best escorts are the Idolators, which can be used to manoeuvre around the bigger Necron ships and add their weight to the attack.

Vessels with pulsar lances are best for the Eldar then use your manoeuvrability to keep out of range of the Necron threat. The Orks lack lances but can more than make up for this with the sheer weight of firepower they can throw out. It will be up to the Necron player to gamble on taking the hits on his armour 6 or powering down to get that 2+ save. Obviously take as many Kill Kroozers as you can.

So there you have it, I admit this is not a conclusive tactical document but hopefully it should give you a few ideas on how to fend off the Necron menace. As time goes on other strategies will evolve and the Necron threat will become less potent. In fact I fully expect that by this time next year the fuss over the Necrons will have been all but forgotten, of course the Codex will only be mere months away...



WARP STORM

The following are all New Rules reprinted from Warp Storm,
the White Dwarf compilation which is no longer available.



BATTLEFLEET GOTHIC™

ADVANCED RULES

New ordnance rules by Andy Chambers

During the Gothic War, ordnance was often deployed by all sides on a massive scale. Waves comprising hundreds of attack craft were launched for the first time in the sector since Vandire's Reign of Blood four millennia before. At Skargul and Electris, the rings of gas giants became cluttered with the debris of massed ordnance battles. The Orar passage was rendered unnavigable at certain points due to the numbers of drifting orbital mines and unexploded torpedoes strewn along its path. In the latter stages of the war, a number of old practices were revived from the history scrolls in an attempt to gain an advantage in battle.

TORPEDO BOMBERS

Torpedo bombers were ordinary bombers reconfigured to carry a payload of (relatively) small anti-ship torpedoes. This gave them the ability to stand off from their target at greater range and launch an attack.

Acquisition

Any ship with launch bays can be upgraded to carry torpedo bombers at an additional cost of +10 pts per Strength point of the launch bays on the vessel. For example, a Chaos Styx class heavy cruiser would pay 60 points to carry torpedo bombers, while an Imperial Dictator class cruiser would pay 40 points. Due to the superiority of Eldar ordnance, Eldar vessels must pay +15 points per launch bay, so an Eldar Eclipse class cruiser carrying torpedo bombers would cost an additional 60 points.

Launching

Torpedo bomber squadrons are launched just like other attack craft squadrons, they are simply differently armed. Torpedo bombers have a speed of 20cm and count as bombers for interception purposes.

Attacks

A torpedo bomber squadron can be replaced with a Strength 2 torpedo salvo at the beginning of any ordnance phase. The torpedoes function according to the standard torpedo rules once launched but have a more limited fuel supply, so they are removed at the end of the same ordnance phase they are launched in. A wave of torpedo bombers can combine their salvos together in the same way as a squadron of ships.

Note that Ork torpedo bombers cannot intercept in the same way as their fighter bombers can (they are far too slow and lumbering while carrying torpedoes).

ORBITAL MINES

During the Port Maw blockade, Chaos Raiders used Devastation and Styx class vessels to make rapid attacks to seed the primary biosphere with orbital mines fired from specially converted launch bays. Carrying mines in combat proved exceptionally dangerous and the Chaos Devastation class cruiser Unforgivable was eventually crippled by Sword squadrons of the Port Maw patrol when its own orbital mines detonated within its launch bays. This allowed Captain Grenfeld's Hammer of Justice to catch the vessel and complete its destruction at long range with nova cannon fire.

Acquisition

Any ship with launch bays can be refitted to carry orbital mines instead of attack craft at a points cost of +5 points per launch bay. Only cruisers may be refitted to carry orbital mines; battleships are considered too rare and valuable to use in this way.

Launching

One orbital mine can be launched per bay, just like attack craft squadrons. Note that orbital mines cannot be formed into waves.

Attacks

Orbital mines are ordnance which attack using the standard rules on page 142 of the Battlefleet Gothic rulebook. Note that turret defences can be used against either attack craft or torpedoes and mines in a single ordnance phase, not both.

If a ship carrying orbital mines suffers a critical hit which affects the launch bays, it will take an extra D3 damage as some of the mines detonate! A vessel which has run out of ordnance is not subject to suffering extra damage.

Designer's note: This is really intended as a surprise tactic rather than a staple part of a fleet. As such, players should limit themselves to using at most one or two mine-armed ships in their games.

CLARIFICATION: FIGHTERS SUPPORTING SHIPS

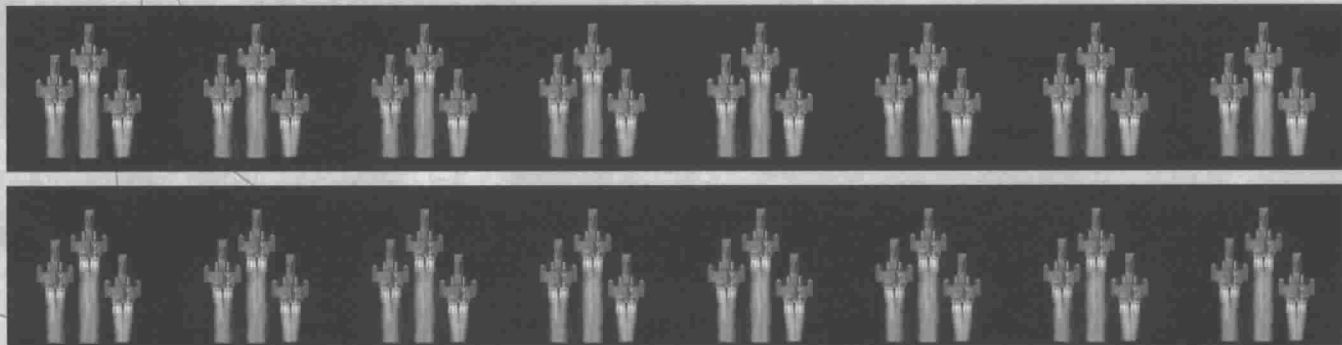
If a fighter marker is on a ship's base it is considered to be in close support of that vessel. The fighter marker will intercept an enemy ordnance marker as soon as it contacts the ship's base and before an attack is made. The normal rules for fighters making an intercept apply, so the fighter marker and the Ordnance marker are both removed immediately. Note that the intercept is made before defensive fire from the turrets is resolved.

The Downside

Fighters in such close proximity to ships are in danger of being hit by hard radiation and debris patterns if the ship is hit. Roll a D6 each time a Blast marker is placed in base contact with a ship with fighter markers on its base. On a roll of 6 all the fighter markers on the ship's base are removed from play.

Designer's Note: I experimented with a number of special rules to enable fighters to cover ships against ordnance attacks launched at point blank range where there's normally no opportunity to intercept. In the end, I plumped for the simplest solution, which is to clarify that a fighter marker sitting on a ship's base is ready, able and willing to intercept anything that tries to get at the ship.

*"Red leader to Canticle of Pain, we've taken up position five zero zero beyond your turret range. If they want to get to you they'll have to come through us first."
Rebel comm-intercept, Blight Shoal 144.M41*



FIGHTERS SUPPORTING BOMBER WAVES

Just as ships learned new tricks to offset the power of ordnance, attack craft squadrons evolved new tactics to press home their attacks against ships. Early in the Gothic War, the practice of accompanying bomber waves with supporting fighter squadrons fell into disfavor as commanders found it more effective to keep their fighters separate to hunt down opposing ordnance and perform long range intercepts. However, with experience, fighter squadrons perfected a technique for using their lighter weapons to strafe and suppress turret emplacements on target ships, leaving the bombers free to deliver their payloads without having to dodge incoming flak.

Fighter Support Rules

Fighter markers can be launched as part of a wave of bomber markers as per the standard rules. When the combined wave attacks a ship, any turret casualties are scored on the fighters first, then bombers if there are no fighters left in the wave. In addition to this, the total number of attacks the surviving bombers make is increased by +1 for each fighter squadron in the wave, regardless of whether or not it was destroyed by turret fire.

The maximum total bonus that can be accrued from supporting fighters is equal to the number of turrets on the target ship (ie, supporting fighters could add up to +2 vs a Murder class cruiser, or +3 against a Styx). Bear in mind that this is a bonus, so if no bombers are attacking the target, no damage is done regardless of how many fighters attack. Fighter armaments are too lightweight to cause any real damage to a ship.

For example: A wave comprising two fighter squadrons and two bomber squadrons attacks a Murder class cruiser. The Chaos player rolls two dice for his turrets and gets two hits, knocking out both of the fighter squadrons. The bombers then roll a D6 each for their number of attacks, getting a 5 and a 6. This is reduced to 3 and 4 respectively because the Murder class has two turrets. However, the Imperial player then adds +1 to the total for each of his two supporting fighter squadrons (remember they add +1 whether they are shot down or not), making a total of 9 attacks (3+4+1+1).

Ork Fighta Bombers. Ork fighta bombers can act as either fighters or (rather unreliable) bombers. This means that in a wave attack the Ork player can decide on how many fighta bombers will strafe turrets and how many will attempt to bomb the target at the point when the attack is delivered.

Designer's notes: The original rules for using mixed waves of fighters and bombers worked by stacking up the counters. This meant that opposing players didn't know the contents of a stack/wave until it attacked or was intercepted and even then the fighters had to remove counters from the top of the stack first. This made it possible to use 'dummy' stacks of fighters to sucker in the opposition, slip in a bomber squadron at the bottom of the stack and so on. However, when we decided to make miniatures for attack craft this technique became impractical as it would place players who used miniatures at a disadvantage. However, the rule about mixing fighters in bomber waves stayed in the game as a hangover of the old rules. When *Battlefleet Gothic* was published many players pointed out that placing fighters in the wave was fairly useless, so I developed this supporting technique to make fighters a bit more useful.

MASSSED TURRET FIRE

As ordnance became more and more prevalent in the Gothic War, ships began to adapt to the new environment where attack craft and torpedoes were often as great a threat as enemy guns. Some vessels like the Battlecruiser *Cypria Probat* were upgraded with additional turret systems, but lack of refit time and dockyard space made the mass conversion of ships impractical. Instead, hard-pressed captains developed a tactic of manoeuvring close to each other and massing their turret fire together to present a wall of fire to incoming ordnance. While this tactic was effective at stopping ordnance, it presented a marvellously close-packed target for enemy gunners to range in on. This ensured it was mainly used only when ordnance was a considerably greater threat than direct fire weapons.

Massed turret fire rules

A ship with friendly vessels in base contact can gain supporting fire from their turrets if it is attacked by ordnance. Add +1 to the turret value of the ship under attack for each friendly ship in base contact which is not:

Using Special Orders

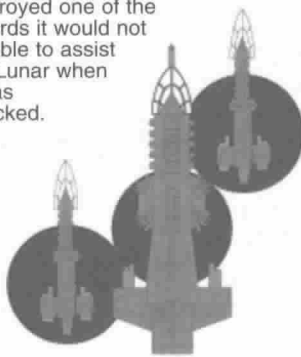
(other than Reload Ordnance or Lock On).

or

Crippled

For example, in the diagram below two Sword class escorts have manoeuvred on either side of a Lunar class cruiser to mass their turret fire together. All three ships are uncrippled and none are using special orders. The Lunar class cruiser would count as having a turret value of 4 (its own 2 turrets +1 for each of the Swords). Each of the Swords would count as having a turret value of 3 (their own turret value of 2+1 for the Lunar class cruiser). Note that if the Lunar class was crippled, it could not mass its turret fire to help the Swords, but the Swords could still mass their fire to assist it and add +2 to its turrets' value.

Note that the turret bonus is calculated at the point the ordnance attacks, so if an earlier ordnance attack destroyed one of the Swords it would not be able to assist the Lunar when it was attacked.

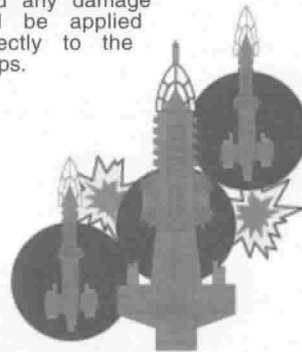


The Downside

The downside to massing turret fire is that the ships doing so are horribly close together and will be affected by the residual blasts and energies of other ships having their shields knocked down. If any of the ships in base to base contact suffer damage which places blast markers against its base (from shooting, celestial phenomena, ordnance

etc.) the opposing player is permitted to arrange the blast markers so that they touch one or more of the other ships, hence affecting their shields too.

For example, a Lunar class cruiser has base to base contact with two friendly Sword class frigates. The Lunar comes under fire and suffers four hits. The opposing player knocks down two shields and scores two points of damage against it, resulting in two blast markers. Now the Lunar and both Sword class frigates have their shields knocked down by the Blast markers. If either the Lunar or the Swords are fired at now they will have no shields up and any damage will be applied directly to the ships.



Designer's Note: I've added in this rule for several reasons. Firstly to allow escort ships to act in direct support of the ships they're supposed to be escorting. Secondly to balance off the enhanced capabilities of ordnance which the extra rules for mines, torpedo bombers, fighter support and special torpedoes has introduced. Thirdly it allows escort ships to clump for mutual support when they're in danger of being eaten alive by assault boats. Although two of the reasons given above involve escorts, this rule is not limited to escorts only, any ships can mass their turrets in this way, it's just that it's a lot easier to achieve with escorts than capital ships.

Lieutenant Korsah's voice crackled over the internal comm "Auspices show bomber waves incoming! Port quarter bearing 125 by 80 range 4,000, estimated 50 plus craft." Captain Lefevere was pale and drawn. "Fifty?" He asked of no one in particular "Emperor's teeth, where do they get them from?" He gazed across the tactical slab at the red darts of the renegade ships which were now departing the tumbling ruins of Kilrath Station, their work already done. Nothing was in range except the red swarm of attack craft rapidly closing on the port quarter. Small flares of energy showed that the squadron's gunners were trying to break up the waves before they arrived but there were simply too many. "Bring the squadron into close formation for massed turret fire" he said "And prepare to brace for impact, we'll give them a welcome they'll never forget"

“BRACE FOR IMPACT!”

Questions and answers for Battlefleet Gothic

Ordnance

Q If a ship moves into contact with ordnance in the movement phase when does the ordnance attack, immediately or in the ordnance phase?

A *Interrupt the ship's movement and conduct the attack immediately, apply any damage and then complete the ship's movement.*

Q Can you use a command re-roll if you roll a double for reloading ordnance?

A *Yes, even if the double rolled would normally be a success against the ship's Leadership.*

Q Exactly what special orders cause a ship's ordnance armament to be at half effect?

A *Just the Brace for Impact special order. All Ahead Full, Come to New Heading and Burn Retros do not halve ordnance (however note that being crippled does halve ordnance armament too).*

Q When are ordnance attacks resolved within the ordnance phase?

A *Once a player has moved all of his ordnance, conduct any attacks for markers which make base contact with enemy ships. (Note that it is often convenient to interrupt the movement of torpedoes in order to calculate their effects so you know the resulting salvo size that carries through to potentially attack other ships). Once the phasing player completes his ordnance moves and attacks, the other player then makes their ordnance moves and attacks.*

Q When do hit and run attacks from boarding torpedoes or assault boats take effect?

A *Hit and run attacks from boarding torpedoes and assault boats are conducted in the ordnance phase but do not take effect until the end phase.*

Q What happens when a wave of attack craft is hit by long range fire, does it simply lose a single marker or is the whole wave removed?

A *The entire wave is removed.*

Q If enemy ordnance moves into my fighter markers, can I choose not to intercept that ordnance in favour of waiting for a juicier target later on? For that matter, could ordnance choose not to attack a ship which moved into contact with it during the movement phase?

A *No in both cases. I imagine ordnance to have exceedingly short range detection systems which mean they are normally guided towards their target by other ships, inspired navigation, gut feeling and so on. This, along with their limited fuel and ammunition, means that they will seize on 'targets of opportunity' as soon as they are available. If this seems inefficient, read up on some World War 2 aircraft carrier battles and you'll soon see what I mean!*

Q Given the previous question, am I allowed to move my ordnance into opposing fighters to clear them out of the way before continuing my ordnance moves and then making attacks?

A *Yes, the fighter intercepts are executed immediately with both markers being removed.*

Leadership

Q Escorts are always fielded in squadrons, so should Leadership be rolled separately for every ship in the squadron or is a single roll made to determine Leadership for the entire squadron?

A *In the case of escort squadrons, just one roll is made for the squadron's Leadership. Capital ship Leadership is always rolled individually and in a capital ship squadron the highest leadership present is used for the squadron's command and Leadership checks.*

Q When do you make the decision to place ships in squadrons – when the fleet is chosen, the Leaderships rolled for, the table set up or what?

A *Escorts must be placed in squadrons when they are chosen from the fleet list. Capital ships are placed in squadrons after Leadership has been rolled for individual ships but before they are deployed on the tabletop.*

Ramming

Q Does a ship stop moving if it rams something?

A *No, the ship continues to move whether it hits or not. This avoids the whole 'battleship being brought to a halt by an escort' thing and, for the velocities and momentums involved, prevents anything too outrageous happening – most rams are going to be pretty much 'glancing' hits which do a few points of damage. Also note that a ship may not attempt to ram more than one target per turn.*

Shooting

Q Can lances split their strength between multiple targets?

A *Yes, although remember that the target priority rules mean a Leadership test will need to be passed in order to target anything other than the closest enemy ship or squadron.*

Q Do the target priority rules apply to nova cannon shots?

A *Yes, although targets which are within 24cm (30cm minimum range -6cm for the width of the template) can be ignored. If you're in doubt as to what may be within 24cm, get your opponent to check this for you while you look the other way.*

Eldar

Q Do holofields give a saving throw against Nova cannon hits? If so, do you just make one saving throw against all D6 hits, or a saving throw against each hit individually?

A *Make one saving throw against the D6 hits – either the Nova cannon gunners were fooled by the Eldar holofield and dropped the round in the wrong place, or they weren't.*

Q Do Eldar receive a holofield save against exploding ships, solar flares and other 'natural' damage?

A *Nope, a good rule of thumb to use with holofield saving throws is that they will work against attacks which must be targeted at the Eldar ship (including boarding, hit and run attacks, ramming for example) but not against 'natural events' like ships exploding.*

Q Can Eldar ships attempt to ram?

A *No, they cannot use All Ahead Full orders and would find such an inelegant tactic horribly primitive in any case.*

Q Does an Eldar ship on Lock On orders get to re-roll to hit with Pulsars on just the first shot, or on every shot (presuming the one before scored a hit)?

A *It may re-roll to hit with each shot, but remember that if you miss, re-roll for the shot and then miss again, no further shots are fired.*

Scenarios

Q In the Exterminatus scenario (Scenario 9) is the Exterminator ship a free extra vessel or modified from one of the ships in the attacker's fleet?

A *It is modified from one (or more) of the ships in the attackers fleet.*

Worthy Websites

First off, thanks to all the good folks on the BFG mailing list who've given me feedback on Battlefleet Gothic in general and these expansions in particular. If you're interested in seeing the BFG List, which is an excellent source of ideas, clarifications and general BFG chat, you can find it at:

bfg-list@egroups.com

There are also many particularly fine websites dedicated to Battlefleet Gothic to check out too. So, what are you waiting for, get out there and surf the Eye of Terror!

"BRACE FOR IMPACT!"

Extra Rules 'n' Stuff for Battlefleet Gothic by Andy Chambers

It's an imperfect world. Planes crash, ships sink, rulebooks don't explain the rules properly. Although I can't do anything about the first two things, I can answer questions about the Gothic rules. Since writing the Gothic rules we've played a lot more games and had to interpret various new and unexpected situations according to the spirit of the game. In some cases the answers actually expand on what's in the rulebook in order to make a better game, but rest assured that they all have my personal seal of approval.

Special Orders

Q Can a ship have more than one special order at a time?

A No.

Q Does the player have to declare all his special orders intentions before rolling for any of them? (Or can I pick a ship, try to give it orders, move it, then go to the next ship, try to give it orders, move it and so on...?)

A You can do them one at a time – as in the bracketed example you give.

Q If a ship fails a Brace For Impact command check, are no other ships allowed to Brace For Impact that turn, even though it is the other player's turn?

A No, other ships can try to Brace For Impact.

Q Can a ship Brace For Impact during its own movement phase if it's about to strike torpedoes or asteroids for example?

A The rules for Brace For Impact specify that it may be attempted in the shooting and ordnance phases, but I allow ships to (try to) brace at any time – it's also relevant vs ships ramming, exploding and so on. This won't upset game balance at all – the braced ship will always have to 'pay later' by reducing its firepower and not using special orders in its next turn.

Q Can a ship try to Brace For Impact against each separate attack that comes against it (for example different ships firing at it), even if it fails the first attempt?

A Yes, a ship can keep trying to brace against each new attack, regardless of whether it or other ships have failed to pass command checks earlier in the turn.

Eldar

Q Can Eldar turn in the Ordnance phase if they are using Lock On orders?

A Nope.

Q Do Eldar get a holofield save against attacks by assault boats?

A Yep.

Q The Eldar Shadow and Eclipse cruiser illustrations shown on P131 of the Gothic rulebook aren't the same as the models; are the models wrong?

A No, it's just that the illustrations were put in the wrong way round! Level three excruciation has been ordered for the perpetrator of this heinous act.

Blast markers

Q My ship is fired upon from another ship directly ahead of it, leaving two blast markers to my front, in contact with the base. When it comes time to move my ship, I have no shields and must move through the blast markers. Do I take potential hits for an unshielded ship moving through blast markers? To put it another way, does a ship with no shields take hits when moving through blast markers the ship began in contact with?

A No, only ships with a shield strength of 0 (ie due to suffering a shields collapse critical result or being Eldar) can take damage from moving through blast markers.

Q A ship is moving through an asteroid field and fails its Leadership test. It has 2 shields, which help against the impacts. The ship ends its movement on the other side of the asteroid field. Where do you place the blast markers?

A Place them in the front arc of the ship.

Q Blast Markers are placed along a line from the firing ship to the target ship, post to post. If a ship is struck 4 times in the side and takes 4 blast markers, are the four layered on top of each other, as the rules would seem to indicate, or spread in some manner?

A Spread so that they touch on an edge and envelop the ship's base. Don't stack 'em.

Celestial Phenomena

Q Solar Flares/Radiation Bursts: Do you roll the D6 at the start of each player's turn, or just at the start of 'Player A's' turn?

A Each players turn.

Q Can more than one solar flare/radiation burst appear in a turn? If yes, what are the effects?

A No, multiple results on the celestial phenomena tables just increase the chances of one occurring (because you're rolling multiple dice). The effects remain the same.

Q Can ships remain stationary on top of a planet template (as long as it's 2D)? Can they be hit by ordnance?

A Yes, but stationary ships count as defences for gunnery purposes. Ordnance would still hit the planet.

Ordnance

Q If a ship moves into contact with ordnance during its movement phase what happens? Does the ordnance attack the ship or is it simply ignored?

A The ordnance attacks the ship just as if it had moved into contact with it in the ordnance phase.

Q Does target priority for direct firing weapons apply to ordnance? For example if a ship has a wave of bombers closer to it than enemy ships does it have to fire at the bombers unless it can pass a Leadership test?

A No, ordnance may be ignored for the purposes of target priority.

Q Fighters and Bombers can move in any direction, but can they change direction mid-flight in one turn (5cm forward, turn 30 degrees, 5cm forward, 90 degrees right, 10 more cm forward...)?

A Yep, they can wiggle their course as much as they like.

Q Can attack craft enter/leave low orbit?

A If launched from ships or stations in high orbit yes, if launched by airfields no.

Miscellaneous

Q If column shifts take the shot off the edge of the table, just stop at the furthest left or right column, right?

A Yep.

Q If a ship rams a defence unit (such as a space station or Blackstone fortress), does the defence roll half its damage in return as if it were a ship rammed in the side, or all of its damage as if it were a ship rammed in the front, since defences have no front or sides to speak of?

A I imagine defences to be more solidly built than ships, so they always roll their full damage against ships which ram them.

Q A ship is 5cm from the table edge, facing the edge. A ship in the fleet has failed a command check earlier so it cannot attempt to Burn Retros. This means the ship will hit the table edge. When it does return? What happens? Is it just gone?

A This counts as disengaging. It is also a good way of disengaging during a game – it just feels right if ships can flee off the tabletop.

Q Are Victory Points (if they are being used) given up for ships which move off the table? If so, how many (what percentage)?

A Use standard VPs for disengaging vessels.

Q Under catastrophic damage, if a ship started as a Blazing Hulk, then rolled and got Drifting Hulk, would the Blazing Hulk rule of rolling each turn for more damage cease to apply? (Does the Blazing Hulk 'go out' in essence?)

A Yes it would 'go out'.

BATTLEFLEET GOTHIC

CONVOY RUN VARIANTS

Some alternative scenario rules by Andy Chambers, Pavel Stafa and Michael Powers.

Having played a lot more convoy runs (Scenario 6, p74 in Battlefleet Gothic) two things have made themselves apparent. Firstly the opposition gets a little predictable after a few runs (assault boats, more assault boats and then some more assault boats). Secondly certain ships (notably Eldar cruisers) can't make an appearance due to the 200 points upper limit on the attacking ships. So for a bit of fun I've knocked together some alternative forces tables for generating lurking piratical swine attempting to bushwack the convoy.

1. THE CRUISER TRAP

This table represents a stronger force of capital ships being in the area the convoy is traversing. This is likely to be a real handful for the convoy defender so the convoy escort should be increased to 150 points per pair of transports in the convoy to make for a balanced game. Of course real tough guys can just stick with 100 points worth of convoy defenders per pair of Transports in the convoy.

D6	Result
6	One cruiser, heavy cruiser or battlecruiser worth up to 250 points.
5	One cruiser worth up to 200 points.
4	A squadron of escort ships worth up to 150 points.
3	Three Deadfall missile counters.
2	Two Deadfall missile counters.
1	One Attack Craft counter.

2. THE WOLF PACKS

This table throws the emphasis onto using (quite big) squadrons of escorts as attackers, more representative of the renegade 'wolf packs' which preyed on all sides in the Gothic War.

D6	Result
6	One cruiser, heavy cruiser or battlecruiser worth up to 210 points.
5	A squadron of escort ships worth up to 200 points.
4	A squadron of escort ships worth up to 150 points.
3	A squadron of escort ships worth up to 100 points.
2	Two Deadfall missile counters.
1	One Attack Craft counter.



3. THE OLD MINEFIELD

This table represents the convoy being routed through a gap between old minefields - an obvious place to lay a trap for passing merchantmen. Orbital mine counters are replaced by D3+2 orbital mines when activated.

D6	Result
6	One cruiser, heavy cruiser or battlecruiser worth up to 210 points.
5	A squadron of escort ships worth up to 180 points.
4	A squadron of escort ships worth up to 150 points.
3	Three Deadfall missile counters.
2	Two orbital mine counters.
1	One orbital mine counter.

Fifteen Orks on a dead man's hulk,
Lookin' down the barrel of a gun,
Gruntin' to each other
through big, sharp teeth,
Sayin' "This one'll give us some fun"

Fourteen Orks on a humie's ship,
Killin' anything that isn't green,
Gruntin' to each other
through big, sharp teeth,
Sayin' "Times are gettin' lean"

Thirteen Orks with the Captain's chest,
Hopin' to quench their greedy thirst,
Gruntin' to each other
through big, sharp teeth
Sayin' "I was da wun dat saw it first"

One lone Ork left to steal the loot,
Wishin' it hadn't turned out so,
Gruntin' to issell
through big, sharp teeth,
Sayin' "I shoulda let the pilot go"

Traditional shipmens song from Cyclops Cluster.

ELDAR IN THE CONVOY RUN SCENARIO

By Pavel Stafa

The Convoy scenario works well enough for Ork, Imperial and Chaos ships but throws up a few problems with Eldar fleets. As attackers superior Eldar attack craft and torpedoes will quickly overwhelm the convoy. As defenders, the standard transports lack the agility to manoeuvre with their escorts and become a dead weight the Eldar are tied to. Also it seems a bit weird that Eldar are using basically human transport ships, although it could be imagined that they are captured ships the Eldar are taking back to their lair. Pavel and his gaming group in the Czech republic came up with the following amendments to fine tune the convoy scenario for Eldar players.

ELDAR AS ATTACKERS

As an "attacker" in the Convoy scenario Eldar do not have any Capital Ship up to 200 points. Therefore we allowed them to deploy Shadow Cruiser (210 pts), but after some battles we recognised this ship to be too powerful for this scenario (it - she - is able to destroy 2-3 transport/escort ships in a single turn). Now we allow Eldar players to deploy our "approved" Light/Heavy Cruisers, the one being most frequently used is the CL Lightning (Cruiser/4, Speed 15/20/30, 4Torps/2Pulsars, Holofield, 140 pts).

ELDAR AS DEFENDER

At first, we have made our own Eldar Transport design - it has:
- Speed of 10/10/15 (we wanted to keep the main features of any Eldar ship - movement, speed, manoeuvrability), "Eldar turns" - just 1 Battery/Front (we left the Speed to be their main weapon, and, when we tried them with 2 Batteries/Front or 1 Battery/LFR then the Squad of 4 or more Eldar Transports was able to defend itself without any support from defending warships!)
- standard Holofield (otherwise these ships were too vulnerable to enemy Battery fire, but we have balanced it with their "higher price"), no shields/turrets
- "higher price" - these Eldar transports are hard-to-catch, and considering their "cargo" is significantly more valuable (Eldar are especially low on Crew/Troops), then we have decided to change victory conditions to:

Transports Exiting	Result
75% or more	Eldar Convoy Win
66% - 74%	Eldar Convoy Marginal Win
50% - 65%	Attacker's Marginal Win
up to 49%	Attacker's Win

Now, you can see why we are calling the game against the Eldar Convoy a "Cat - n - mouse game"

ELDAR IN A PLANETARY ASSAULT SCENARIO

In the Planetary Assault scenario we just slightly changed the Victory Conditions table for Eldar Attackers adding +1 to all of the "Total Assault Values" needed, and, since the Eldar Transports are REALLY fast and reliable, we also have lowered the Epic/WH40K points ratios to each assault point is worth 300 points in Epic and 1500 points in Warhammer 40,000.



VARIANT CONVOY SHIPS

By Michael Powers (aka Commodore Otto)

These might be interesting additions to a Convoy scenario. You may replace regular freighters with these ships on a one-for-one basis, paying the points cost of the ship out of your own allowance; for example, if I had eight freighters, I could replace four of them with armed freighters and pay eighty points, or replace them all with armed freighters and pay 160 points.

ARMED FREIGHTER. 20 Pts

Often freighters operating in dangerous areas would install military gun batteries and fire control systems operated by warship crewmen. It sometimes even helped.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARM	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Weapons battery	30cm		3		left/front/right

* An armed freighter reduces its cargo capacity to carry bigger guns and reactors; it therefore counts as only half a freighter in scenarios that involve them. Round fractions down at the end of the game; therefore, if only one armed freighter and nothing else escapes a Convoy scenario, you lose.

ESCORT CARRIER. 60 Pts

Freighter hulls were often converted to "escort carriers", installing fighter support equipment into their cramped cargo bays and launching craft out the cargo doors. The difficult conditions meant that accidents abounded, and few squadrons of craft could be carried in any case.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARM	TURRETS
Escort/1	15cm	45°	1	5+	2
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Stb'd Launch Bay	Fighters/30cm Bombers/20cm		1		-
Port Launch Bay	Fighters/30cm Bombers/20cm		1		-
Dorsal weapons	15cm		2		left/front/right

*Escort carriers do not count as freighters for victory conditions. They make "Reload Ordnance" checks at -1 Ld.

Q-SHIP. 60 Pts

Freighters were occasionally fitted with hidden guns and upgraded shield generators and mixed in with convoys as "Q-ships". These ships would remain undercover until the enemy came within close range, at which time they would reveal their surprising firepower.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARM	TURRETS
Escort/1	15cm	45°	2	5+	2
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Weapons battery	30cm		3		left/front/right
Lance battery	30cm		1		front

*Q-ships are not declared as such when deployed onto the table; the owning player must write down which freighters are Q-ships at the start of the game. The owning player may reveal the ship as a Q-ship at any time during the game; it is, obviously, also revealed as a Q-ship if it is hit twice by enemy fire (thus producing two blast markers.) It is permissible for the owning player to 'hold back' one of his Turrets if the Q-ship is attacked by enemy attack craft (to avoid revealing it), but this is a dangerous gamble. Q-ships do not count as freighters for victory conditions.

BATTLEFLEET GOTHIC

STALKING THE VOID

Rules for the Eldar 'Void Stalker' Battleship

Rumours and speculation about the existence of an Eldar Battleship can be confirmed. The pinnacle of Eldar stellar technology is ready to swoop into action. Foes should beware!

ELDAR VOID STALKER CLASS BATTLESHIP 380 pts

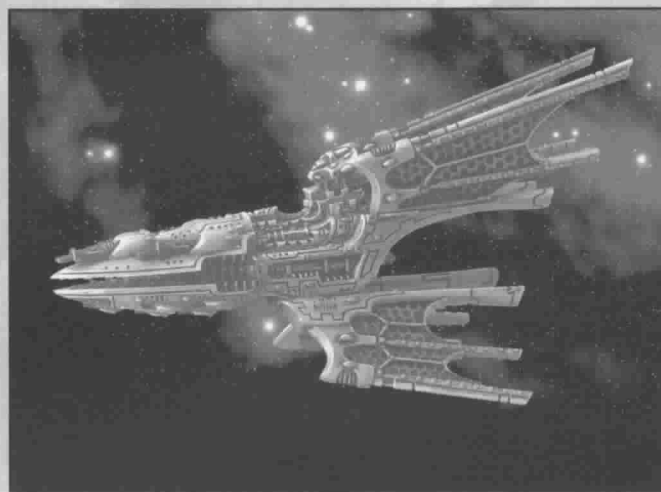
For almost the entirety of the Gothic War, Eldar fleets were composed mostly of Escort ships accompanied by a few Cruisers. However, after the battle of Gethsemane and the alliance of many of the Eldar pirate fleets with Lord Ravensburg, a new terror was to hunt across the stars. The Void Stalker is the pinnacle of Eldar stellar technology, combining strong armament with high speed and manoeuvrability; the match of any ship in the Gothic Sector.

The Bright Star, which it was later found was the flagship of the Executioners corsair band, was first sighted leaving the area around the Graildark Nebula, but was shortly after seen, with an attendant number of escorts and Cruisers, wiping out a raiding fleet across the Gothic sector in the Lysades sub-sector. The Bright Star was also instrumental in lifting the Lethe blockade, destroying the Grand Cruiser Unstoppable Rage and several escorts, and crippling two Chaos cruisers. It is claimed by the Eldar that before, during and after the Gothic war, the Bright Star has never been defeated in battle.

Another Void Stalker was most frequently seen pursuing some personal vendetta against the Orks of the Cyclops Cluster. Several times this mysterious vessel appeared during Imperial bombardments of Ork ground positions, using its sophisticated weapons to level whole greenskin settlements. Rumours have it that the ship was eventually destroyed when it attempted to single-handedly take on an Ork Hulk [later codified as the Misery of Platea].

For every full 1,000 points of Eldar fleet ships, you can include one Void Stalker. That means that if you have anywhere between 0 to 999 points, you cannot field any battleships, while from 1,000 to 1,999 you can have one.

Also note that there are no restrictions forcing you to place your Pirate Prince on the battleship,

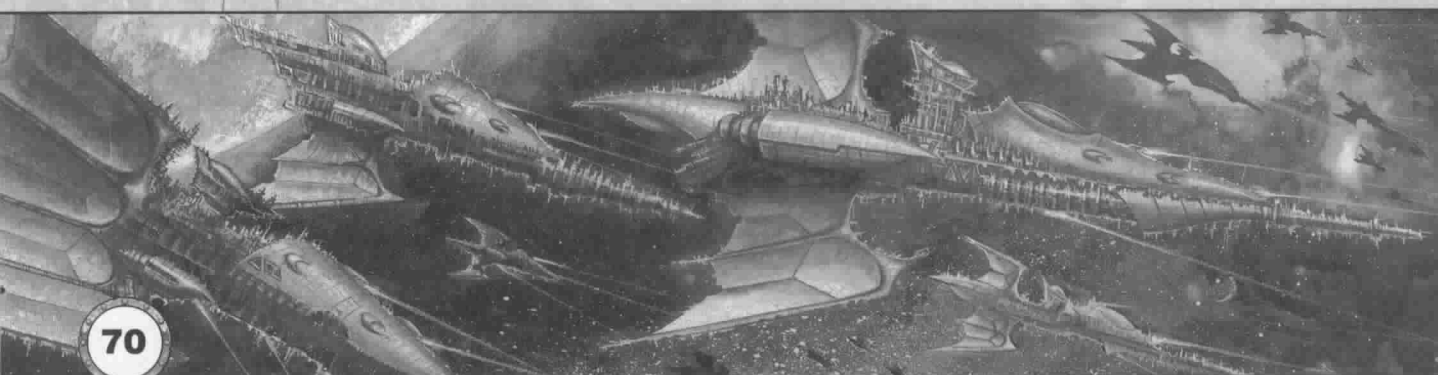


unlike the Chaos Warmaster. Of course, you might want to assign him there for the highest level of survivability.

FAMOUS SHIPS OF THE GOTHIC WAR

Bright Star Forge of Vault

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	10/20/25	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Keel Launch Bay		As attack craft	4		N/A
Keel weapons battery		45cm	8		Left/Front/Right
Prow Pulsar Lances		45cm	2		Front/Left
Prow Pulsar Lances		45cm	2		Front/Right



BATTLEFLEET GOTHIC™

TO CLEANSE THE STARS

Space Marine fleets of the Gothic Sector by Gav Thorpe and Andy Chambers

Not content with bringing you Imperial Navy, Chaos, Eldar and Orks fleets with which to lay waste to the Gothic Sector, this month we bring you exclusive rules for the ships of the Adeptus Astartes – the Imperial Space Marines! To coincide with this we've also released the huge battle barge and the deadly strike cruisers. Enemies of mankind beware...

Although there were no Space Marine Chapters stationed in the Gothic Sector at the outbreak of the Gothic War, there were several Adeptus Astartes vessels in the area, responding to calls for aid due to the rising number of rebellions. Also, as the warp storms that had isolated Gothic Sector began to abate, ships from the White Consuls, Red Talons and Exorcists Chapters arrived to combat the Chaos invasion. The presence of Space Marine ships from any one Chapter ranged from a single rapid strike vessel (usually used for patrols and long range transportation) to several Space Marine strike cruisers and a battle barge.

The aid of the Space Marines proved invaluable in reclaiming many worlds that had been lost to the forces of the Chaos Warmasters. It is this kind of counter-incursion activity that the Space Marines excel at.

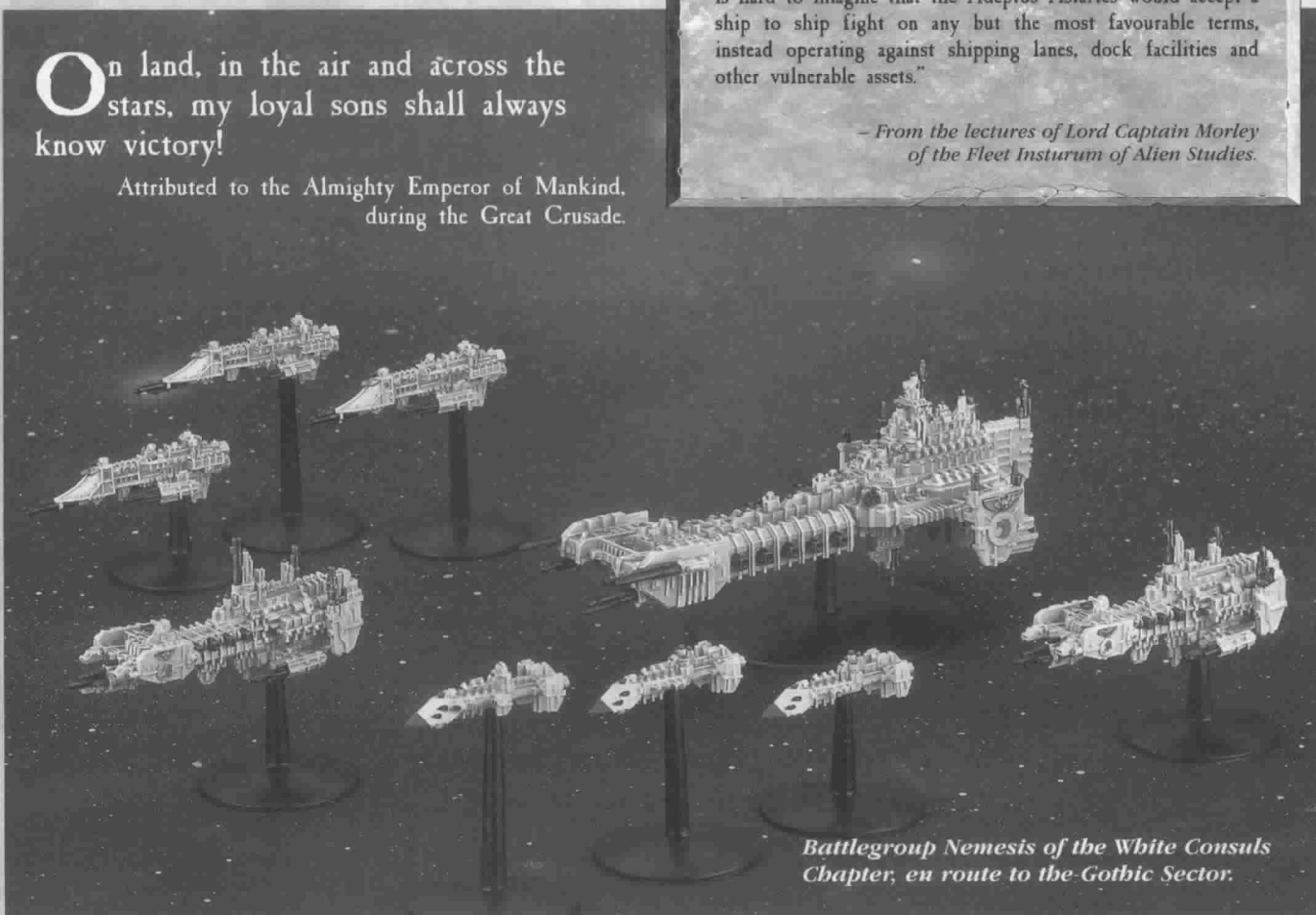
On land, in the air and across the stars, my loyal sons shall always know victory!

Attributed to the Almighty Emperor of Mankind, during the Great Crusade.

"A typical offensive against a rebel or alien-held planet begins with the arrival of strike craft which clear away defending system ships. The strike craft then neutralise orbital defences, ground-based defence laser silos and missile bunkers. By preference, if the system defences are weak or still under friendly control, the Space Marines will deploy directly onto the planet's surface, often directly into the midst of a decisive engagement to take advantage of the considerable shock of their arrival.

In conclusion I would surmise that the Adeptus Astartes command powerful fleet forces, capable of overwhelming even a heavily defended system. In a fleet action they would be at a disadvantage in comparison to Imperial Navy vessels, due to their special adaptations for planetary assaults. However it is hard to imagine that the Adeptus Astartes would accept a ship to ship fight on any but the most favourable terms, instead operating against shipping lanes, dock facilities and other vulnerable assets."

— From the lectures of Lord Captain Morley of the Fleet Insturum of Alien Studies.



Battlegroup Nemesis of the White Consuls Chapter, en route to the Gothic Sector.

ADEPTUS ASTARTES FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge in preference to a strike cruiser. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet.

One re-roll 25 pts

Two re-rolls 50 pts

Three re-rolls 75 pts

In addition, the Master of the Fleet's ship may carry a Terminator boarding party for +50 points. Taken from the elite First Company and wearing the heaviest armour known to man, Terminators are the greatest ship-to-ship fighters in the galaxy. Once per battle you may

use the Terminators in a teleport attack. All the normal rules for teleport attack apply (see the Battlefleet Gothic rulebook) except that this teleport attack may be made in addition to a normal teleport attack that turn. The Terminators' teleport attack rolls 2 dice for its hit and run attack, and applies both results (including the normal +1 bonus for being Space Marines). Once the Terminators have performed their attack, they may not be used for the rest of the battle.



CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet.

Space Marine battle barge 425 pts

0-10 Cruisers

Space Marine strike cruisers 145 pts

ESCORTS

Rapid strike vessel (Firestorm) 45 pts

Rapid strike vessel (Sword) 40 pts

Rapid strike vessel (Cobra) 35 pts

Hunter class Destroyer 40 pts

Gladius class Frigate 45 pts

Nova class Frigate 50 pts

ORDNANCE

Any ship with launch bays carries Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

SCENARIOS INVOLVING SPACE MARINES

Including Space Marines in an Imperial Navy fleet

The Space Marine fleet list given above is designed as a separate force in its own right, however on many occasions in the Gothic War, Space Marine vessels fought alongside other Imperial ships. There are several ways to include Space Marines in a fleet of the Imperial Navy. Firstly, if you are playing a campaign then you can request aid from the Space Marines, which may or may not result in a vessel being despatched to fight alongside your ships. If this is the case, you can include the vessel as indicated. See the Space Marines table on page 157 of the rulebook.

If you wish to include a combined fleet in a one-off game, then here are two ways you might like to do this. One option is to

basically amalgamate the two fleet lists into one, so that battle barges are another battleship type, strike cruisers are in the cruisers category and rapid strike vessels are escorts. You then pick your fleet as normal (with all the restrictions for including battleships and battlecruisers unchanged). As an alternative, you can divide your total points value between the two fleet lists and then select two separate fleets that are fielded together on the tabletop.

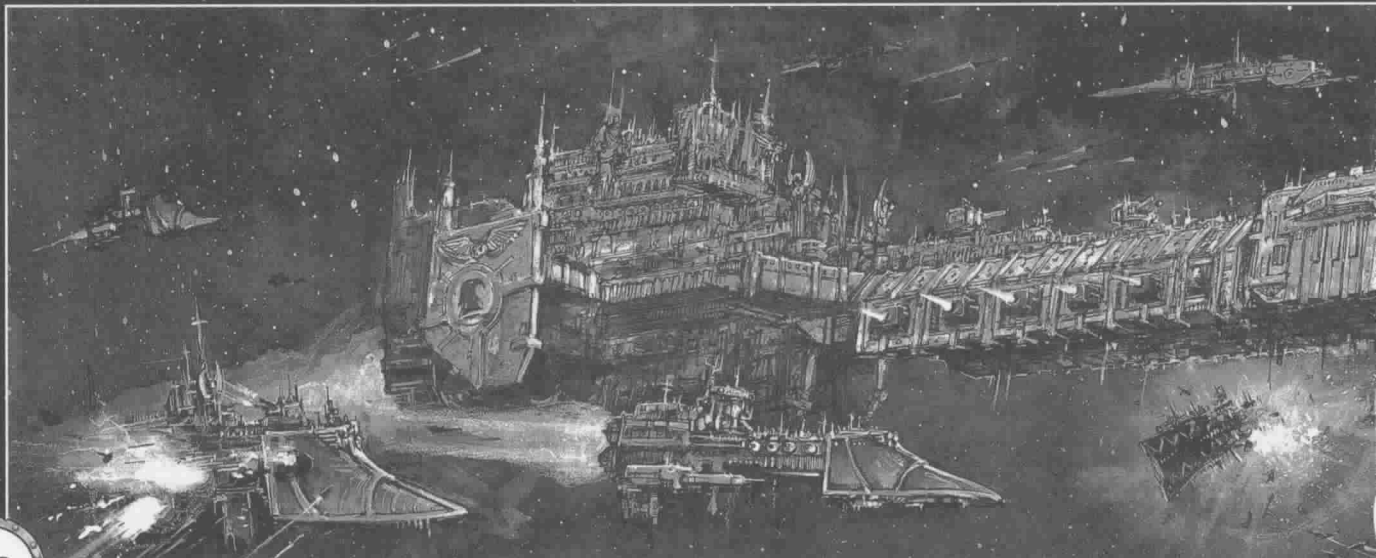
Whilst, historically, the three Chapters placed around the Gothic Sector were the White Consuls, The Exorcists and the Red Talons, there is no reason why you can't paint your Space Marine fleet to match any Space Marine Chapter. So, if you have a Dark Angels army in Warhammer 40,000 for instance, there is nothing to stop you

painting your fleet to match it!

You can use a Space Marine fleet in any of the scenarios from the rulebook, however certain missions are more appropriate to Space Marines than others. Here are some ideas for variants on the standard scenarios to make them more appropriate for a Space Marine fleet. Of course, you don't have to play with Space Marines to use these ideas, they're just characterful of the way Space Marine vessels operate.

• *An Imperial Navy fleet is ambushed and their distress calls are answered by a nearby Space Marine vessel.*

To fight this out, you could base the battle on The Raiders scenario, though both forces start with an equal points value. In addition to these fleets, randomly determine what Space Marine presence is in



Ships of the Adeptus Astartes

Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to superior weaponry than is usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.

the area – perhaps three D6 rolls: 1-2= D6 rapid strike vessels, 3-5= strike cruiser; 6= battle barge. Each Space Marine vessel or squadron is represented by a contact marker, and arrives as detailed in Escalating Engagement.

• An enemy fleet has made a sudden offensive against an Imperial world, and the Navy's ships are not in a position to respond. However, several Space Marine

against the Emperor's rule, and the Space Marines have despatched a small task force on a punitive mission. A display of the Emperor's military might should curb the rebellion in its infancy! Again this is a variant of the Planetary Assault scenario. The Space Marine player has only a small fleet (two strike cruisers and some rapid strike vessels perhaps) while the defender spends an equal points value on planetary defences. Obviously the Space Marines shouldn't have too much difficulty,

vessels have been sighted in the area and are underway to combat the invasion. The race is on!

This is a variant of the Planetary Assault scenario. The two fleets start an equal distance from the contested world – the enemy has troop transports as detailed in the Planetary Assault scenario, whilst the Space Marines just have their 'natural' expertise. Both sides score 'assault points', and the victor is the side with the most assault points at the end of the battle, or the first to reach a predetermined total.

As mentioned in Planetary Assault, you can continue this fight on the surface with a game of Epic 40,000 (planetary assault scenario) or Warhammer 40,000 (the Planetfall mission in Codex Space Marines).

• A strategically important planet has rebelled

but if they do lose a strike cruiser this will be a terrible shame for the Chapter to bear!

• The Space Marines have recently reconquered an enemy-held planet, but just as they are departing, an enemy fleet shows up with reinforcements. The enemy fleet is unaware that the world is no longer theirs, until the Space Marine vessels cruise out of low orbit on an attack course!

This is kind of a reverse Planetary Assault. The Space Marines start on the low orbit table, within assault distance of the planet's table edge, and must prevent the enemy from landing any troops on the world.

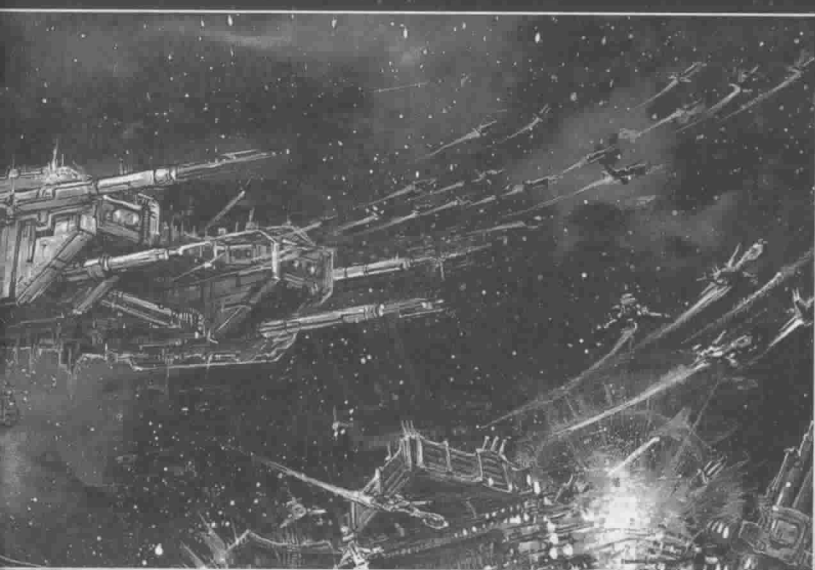
• A small force of Space Marine vessels is on patrol through wilderness space when it encounters an enemy force massing for an invasion. The Space Marines must get as much information as possible about the enemy fleet, before escaping to report the build up of the opposition.

This is based upon the Surprise Attack scenario, with the Space Marines attacking. The Space Marines are limited to strike cruisers and rapid strike vessels. However, rather than attempting to destroy as much of the enemy as possible, the first time a Space Marine ship approaches within 45cm of an enemy capital ship or escort squadron, it scans and identifies it (this doesn't affect either vessel's ability to move or shoot). The Space Marine ships can exit off the table edge or disengage without giving away victory points (unless they have been crippled). The Space Marines score VPs equal to the points value of each enemy vessel or squadron they identify, the enemy score VPs for destroying or crippling ships as normal.

You can also fight battles to resolve Space Marine help generated from the Space Marines table in the Campaigns section of Battlefleet Gothic. For example, you could use the rebellious planet scenario above for determining how many of a planet's defences are destroyed before the Imperial Navy assault the world (result 12), or you could fight a Convoy scenario to represent them attacking enemy supply routes (result 11).

Onwards they came and we were ready. A tide of filth and heresy swept towards us but it could not pierce the adamantine shield of our purity and devotion. Our righteousness flung back the traitors, back into their Daemon-haunted fastness and from thence into the void where the Emperor's justice was served upon their craven souls.

From the report of Captain Palatine
of the White Consuls,
during the Scouring of Lethe.



BATTLEFLEET
GOTHIC

Space Marine Fleets in Battlefleet Gothic

Starting Space Marine Leadership values

Space Marines are highly organised, efficient and disciplined, allowing them to out-perform their enemy in almost any situation. When randomly generating the Leadership value for a Space Marine ship, use the table here.

D6 roll	Leadership
1-2	8
3-4	9
5-6	10

Boarding actions and hit and run attacks

Space Marines are the supreme fighting force of the Imperium, and excel at ship-to-ship boarding actions, where their skill is paramount and their lack of numbers irrelevant. To represent this, Space Marine ships add +2 to their D6 roll when they fight in a boarding action and +1 when they make a hit and run attack.

Dey'ze almost as good
inna proper fight as uz!

Warlord Lagga 'Edbiter.

Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

Planetary Assaults and Exterminatus

Space Marines excel at planetary landings and attacking enemy-held systems. Their entire organisation and the weapons and ships at their disposal are designed solely for the purpose of reclaiming or destroying planets that have fallen into enemy hands.

In a Planetary Assault scenario, Space Marine strike cruisers and battle barges earn 2 Assault points for every turn they spend landing troops or bombarding the planet, rather than 1 point as is normal. In an Exterminatus scenario, a battle barge can be used as an Exterminator, unchanged from the following data sheet (battle barges are equipped with virus bombs and cyclotronic warheads as standard). In addition, once a battle barge is in position to exterminate the planet, you need to roll a 3+ to do so rather than a 4+.

We shall never rest while a
single renegade draws breath.

Captain Leitz of the Exorcists

Bombardment Cannon

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defences into rubble and giving devastating orbital support to Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvos.

Special Rules. Bombardment cannons fire in the same way as weapon batteries with two exceptions.

- Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs ordnance).

- Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

Ordnance

Rather than the bombers and fighters employed by Imperial Naval forces, the Adeptus Astartes make exclusive use of the Thunderhawk gunship. They also make use of other types of ordnance not widely used in the Imperial Fleet.

Special Rules. Space Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in Battlefleet Gothic. Remember that as these are Space Marines, they will have a +1 bonus to their hit and run attacks if they hit an enemy ship.

There are no specific rules for drop pods – they have been taken into account with the Space Marines' special rules for planetary assaults.

Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy as fighters would. However, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker (though Thunderhawks can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy). Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again.

When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Once a Thunderhawk marker has made its hit and run attack, it is removed from play.

"In addition to standard missiles and torpedoes, the Adeptus Astartes utilise three main types of ordnance: drop pods, boarding torpedoes and Thunderhawk gunships. Drop pods are basic ablative capsules which descend to a planet in a rapid drop, controlled by a ring of retro burners, closely resembling a simple ship's life pod in operation.

Boarding torpedoes are large, self-guiding missiles which appear to carry a significant number of troops and are used for ship-to-ship boarding actions. [...] With both drop pods and boarding torpedoes, the troops in transit are vulnerable during the transport period, but detection of these small craft is very difficult, limiting any defensive measures to the last moments of their approach.

Thunderhawk gunships are employed as intra-system transports, moving troops and war material between ships and planets or between planets, moons or asteroids within a star system. Thunderhawks also carry a substantial armament of missiles, rockets and cannons for their size, and are used to give direct fire support to the Space Marines once they are on the surface. Though Thunderhawks are relatively ponderous, their heavily armoured heat shielding and flexible weaponry make them a prickly proposition when it comes to interception."

— From the lectures of Lord Captain Morley
of the Fleet Insturum of Alien Studies.

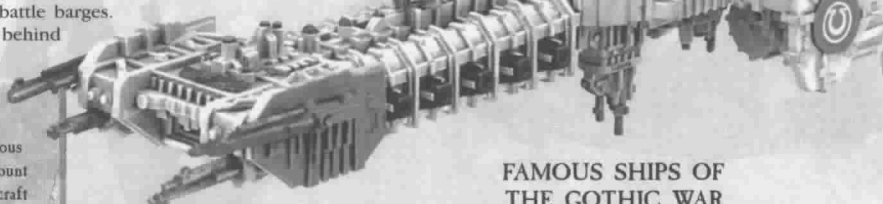
SPACE MARINE BATTLE BARGE. 425 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	3	6+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port weapons battery		45cm		12	Left
Starboard weapons battery		45cm		12	Right
Prow launch bays		Thunderhawk: 20cm		3 squadrons	–
Prow torpedoes		Speed: 30 cm		6	Front
Dorsal bombardment cannon		30cm		8	Left/front/right

Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

As might be expected [a battle barge] is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, observations indicating that up to three companies can deploy simultaneously. The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. [...] Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.

– Lord Captain Morley of the Fleet Insturum of Allen Studies.



FAMOUS SHIPS OF THE GOTHIC WAR

Punisher, Redeemer (Exorcists Chapter)
Sword of Truth (White Consuls Chapter)
Emperor's Blade (Red Talons Chapter)

Notes: The battle barge is heavy to manoeuvre and cannot use Come to New Heading special orders.

SPACE MARINE STRIKE CRUISER. 145 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/ 6	25cm	90°	1	6+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port weapons battery		30cm		4	Left
Starboard weapons battery		30cm		4	Right
Prow launch bay		Thunderhawk: 20cm		2 squadrons	–
Prow bombardment cannon		30cm		3	Front

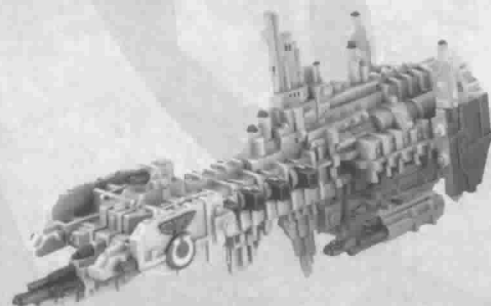
While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.

FAMOUS SHIPS OF THE GOTHIC WAR

Titus (Imperial Fists Chapter)
Hermes, Eternal Faith (White Consuls Chapter)
Captain Augusta, Eternal Defiance, Hunter (Exorcists Chapter)
Holy Execution, Claw of Justice (Red Talons Chapter)

"[Strike Cruisers] are fast, lightly-armed vessels which mass slightly less than our own Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet. [...] Strike cruisers appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit."

– Lord Captain Morley of the Fleet Insturum of Allen Studies.

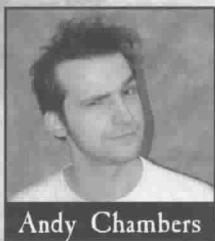


SPACE MARINE RAPID STRIKE VESSELS. pts: varies

All Space Marine Chapters make use of ships known collectively as rapid strike vessels. These ships are mainly used for patrols through the Space Marines' domains, and for providing a mobile escort for the battle barges and strike cruisers. Rapid strike vessels are crewed by the Chapters' serfs, overseen by a cadre of Techmarines and other specialists.

There are many different types of rapid strike vessel, and their design can vary from Chapter to Chapter. For these reasons, we recommend that you use the frigates and destroyers from the Gothic Sector fleet list, with the additional Space Marine rules listed earlier. As you will see from the Adeptus Astartes fleet list, an additional 5 points has been charged for this. Of course, these must be painted in the appropriate fleet colours – you can't just take your Imperial Navy escorts and say that they are rapid strike vessels!





SPACE IS GREEN!

The Ork menace in the Gothic Sector escalates, with Andy Chambers' new rules for Ork Hulks and Roks.

In uncounted lairs, the Orks lurk, seething like a cancer beneath the skin of the Imperium. Until now their space-faring capabilities were limited to kroozers and raiders, but all that is about to change. Andy Chambers unveils rules for Ork Roks and the terrifying Ork Hulk. In space, EVERYONE can hear the Waaagh!

The Orks are not the greatest space-faring race in the galaxy. Their ships are usually nothing more than rusty hulks, kept going by the constant efforts of Ork Mekboyz. They make great use of salvaged hulks and their largest vessels are often refitted Space Hulks or asteroids (or Roks as the Orks call them) that have drifted too close to one of their worlds.

Although Orks build spaceships for raiding and general piracy, these captured Space Hulks and Roks are generally used in the huge Waaagh! fleets that are a constant threat to the Imperium. They are also used as pirate bases for Freebooter Kaptains and for defending Ork-held systems.

Note: Due to the chaotic construction of Space Hulks and Roks its highly unlikely that any Citadel miniatures will ever be made for these craft. But we've decided to include rules for them anyway, because they're fun and very easy to scratch-build.



An Imperial Retribution battleship exchanges fire with an Ork fleet led by a Rok.

ORK ROK 80pts

Orks Roks are basically large asteroids hollowed out and fitted with drives, guns and crew quarters. Though Roks are incapable of travelling through the warp, any system containing Orks will quickly accumulate a growing number of Roks, as the Orks 'build' them at a prodigious rate. For example, in 147.M41 an Imperial cruiser force swept the Kalothe system for Ork pirates and destroyed seven escort class ships and four Roks. In 148.M41 another expedition encountered twenty-one Roks in the same system and was forced to disengage after the battlecruiser *Stalwart Warrior* suffered crippling damage and was in danger of being overwhelmed by Ork boarding parties.

Special Rules

Roks are sufficiently different to both Orbital Defences and true spaceships to require a number of special rules. However any rules

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	10cm	Special	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Heavy Gunz Battery		15cm		4	
Gunz Battery		45cm		D6+6	
Torpedoes		30cm		D6	
				All Round	

which are not specifically noted as being modified below, apply in full to Roks. For example, Roks which lose half their damage are crippled just like other vessels.

Movement:

Because they are basically large lumps of rock with engines studded all over them, Roks don't move in the same way as normal ships. In their movement phase Roks travel 10cm forward in a straight line, no more, no less.

Roks may not turn or use *Burn Retros* or *Come To New Heading* orders.

On *All Ahead Full* orders Roks move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the left.

Due to their low speed and considerable momentum, Roks which are crippled or moving though Blast markers do not reduce their speed. Roks in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

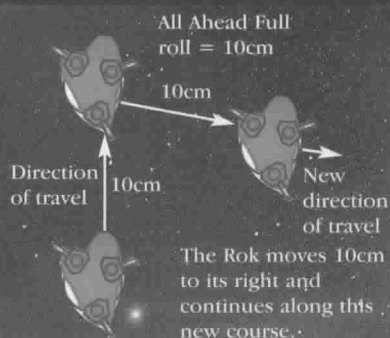
Critical Hits:

Roks lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

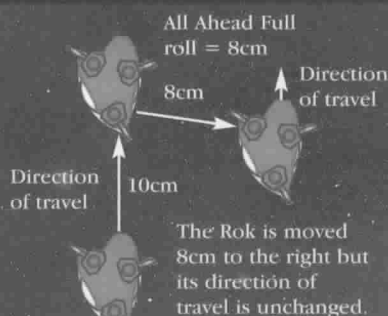
Catastrophic Damage:

When a Rok is reduced to 0 damage it breaks up. Do not roll for Catastrophic damage, instead the Rok is replaced by 4 blast markers.

A successful Rok course change



An unsuccessful Rok course change



Under attack from the rest of the Ork fleet, Imperial capital ships close with an Ork Space Hulk.



ORK SPACE HULK 600pts

Space Hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam, that are cast together after millennia of drifting in and out of warp space. How and why Space Hulks appear from the warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. Some Space Hulks are infested with alien life forms, Chaos renegades or even worse horrors, but most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard Space Hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

For the Orks, Space Hulks are their primary method of travelling between the stars. When a Space Hulk appears in an Ork-held system it is soon seized and converted into a huge invasion craft, with cavernous launch bays for innumerable assault boats and hundreds of thousands of Ork warriors and their war machines. Once completed, the Space Hulk is sent back out of the system with an attendant fleet of attack ships, kroozers and Roks. Once beyond the outer reaches, the Space Hulk will eventually be drawn back into the warp and, if all goes well, arrive at some point at a world ripe for conquest. No Ork Space Hulks were reported in the Gothic Sector during the course of the war, but by their very nature, a Space Hulk could appear at any place at any time.

Special rules

Like Roks, Hulks are so unlike other spaceships that they require a number of special rules. Again, any rules which are not specifically noted as being modified below, apply in full to Hulks.

Leadership:

Due to their enormous size, and the strain this places on Ork communications systems (ie shouting loudly), a Hulk is always Leadership 6.

Warlords:

Having an Ork Warlord aboard a Space Hulk does not double its boarding value. Also, the Warlord's upgrades are modified as noted over the page:

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/40	10cm	Special	3	4+	6
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Gunz Battery		45cm		2D6+6	
Prow Torpedoes		30cm		2D6	
Prow Heavy Gunz Battery		15cm		8	
Dorsal Lances		60cm		4	
Starboard Gunz Battery		45cm		2D6+6	
Starboard Torpedoes		30cm		2D6	
Starboard Launch Bays		Fighta Bommas: 25cm Assault Boats: 30cm		D6+2	
Port Gunz Battery		45cm		2D6+6	
Port Torpedoes		30cm		2D6	
Port Launch Bays		Fighta Bommas: 25cm Assault Boats: 30cm		D6+2	
Aft Gunz		45cm		2D6+6	

++Contact established.

++Opticon reports twelve... no, thirteen wrecks making up the main body of the hulk.

++Augurs divine power sources emanating from eight of the wrecks.

++No indications of guidance or active weapons.

++Moving in for a closer sweep...

++Imperator! Multiple attack craft launches, look like Ork configurations, gun batteries powering up! Helm! lay in a course to get us out of here. If we can just..."

<<<<< message ends >>>>>

Last communication of the Frigate Vistula

“...**F**lotsam of ages past returned to contaminate the holy spheres of Man with all manner of alien foulness. These gigantic craft may bear heretics and deviants of the worst kinds: Genestealers, renegades, pirates, Orks and worse. But, as the lowest sea creature may subsist on the filth and detritus of the ocean bed and yet carry pearls of incomparable worth, so do these harbingers of terror carry ancient secrets of worth beyond measure. Where such means are at hand, the hulk must be boarded, cleansed of the dread taint of the alien and rendered unto the auspices of the Adeptus Mechanicus to allow proper study. Wherein the hulk is found to be in the hands of the brutal Orks, these beasts have been found to swarm in such numbers that victory can only be won with the might of entire Space Marine Chapters. Where such strength is lacking, the hulk must regrettably fall to the guns of the fleet, for to permit their entry to the inner spheres is to permit invasion on a nigh unstoppable scale.”

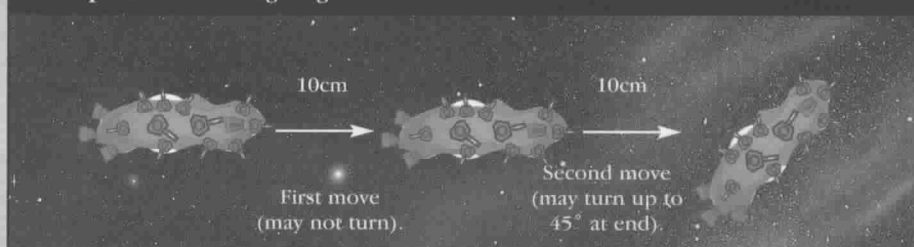
Excerpt from *De Xenos Maleficorum*.
Inquisitorial tome of the Ordo Xenos.

- Looted Torpedoes and Maniac Gunners upgrades can be used to effect only one weapon system or torpedo battery per turn. Which system is being effected must be nominated before the roll is made for its effectiveness – the re-roll can't be transferred elsewhere afterwards!
- Extra Powerfields costs +50pts instead of +25.
- Mad Mek enables the hulk to ignore the effects of a critical hit on a D6 roll of 6.
- Mega-armoured Boarding Parties is unchanged.

Special orders:

A Space Hulk may not use *Come To New Heading* or *Burn Retros* special orders. Due to their enormous capacity, Space Hulks do not run out of ordnance if they roll a double for their command check for *Reload Ordnance* special orders.

Ork Space Hulk turning diagram



Critical Hits:

Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on a Space Hulk using the Critical Damage table. Instead the player who inflicted the critical can choose one of the three options below to represent him ordering his ships to target specific areas or systems of the Hulk.

1: “*Target high energy systems!*” Each critical hit using this option will reduce one of the following characteristics by one point (chosen by the player who inflicted the critical):

- Turret value.
- Shield value.
- Lance strength.

OR

2: “*Target weapons clusters!*” Each critical hit using this option will reduce one of the following characteristics by two points (chosen by the player who inflicted the critical):

- The firepower of a battery facing the direction the attack came from.
- The strength of a torpedo battery facing the direction the attack came from.
- The strength of either one of the launch bays.

OR

3: “*Target thruster assemblies!*” The Hulk must roll higher than the number of thruster damage criticals it has suffered on a D6 in order to turn.

Note that Hulks may not repair damage from critical hits during the game.

Catastrophic Damage:

When a Space Hulk is reduced to 0 Damage roll on the Catastrophic damage table. The drifting and blazing hulk results remain unchanged.

A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into asteroid field D3x5cm wide and long.

On a Warp drive implosion result the hulk is hurled back into the warp. Replace the Hulk with a Warp drift (celestial phenomena, p45). Any ships caught in the rift are effected immediately.

Using Roks and Space Hulks in campaigns

(With thanks to Jobnatban Daniel's for his suggestions.) An Ork pirate fleet may use a single Ork Space Hulk as their pirate base in a campaign. If the pirate base comes under attack, substitute one Space Hulk for the target planet in a Planetary Assault or Exterminatus mission, and the planets in the *Hunter, Prey* scenario presented in WD233 (note that this does take some of the guesswork out of the scenario but does make for a very different encounter!). The Space Hulk must still be purchased using the fleet and/or planetary defence points allocation for the scenario, but the Hulk itself is not considered part of the fleet registry. In these scenarios, the low orbit table will actually represent very close range passes on the Hulk, so the normal victory conditions remain the same as far as assault points or the Exterminator are concerned. Also, should the Space Hulk be destroyed then the attacker will automatically win. Note that it is still possible for the Ork player to purchase low orbit defences, these simply represent short ranged point-defence systems studded about the Space Hulk.

In a campaign, Orks can build Roks by expending repair points. Once a Rok has accumulated 8 repair points it becomes active and may be added to the Fleet Registry.

Alternatively, by using the full Waaagh! Fleet list, Ork players can participate fully in a campaign, conquering systems and engaging in battles in the same way as Imperial and Chaos fleets.

Crippling:

Space Hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire.

Movement:

Like Roks, Space Hulks must move 10cm in a straight line each turn, no more, no less. Space Hulks likewise do not have their speed reduced by Blast markers or damage.

Turning:

A Space Hulk may turn up to 45° and only in every second movement phase. The turn must be taken at the end of the Space Hulk's 10cm movement. This can be seen more clearly in the diagram left.

Gravity Wells:

If a Hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a Space Hulk means that it creates its own gravity well extending 5cm from the edges of its base. This affects other ships in exactly the same way as a planetary gravity well and means that ships, Roks, etc can take up a stationary orbit around the Hulk. Objects orbiting the Hulk are moved along with it until such time as they break orbit.

“Like throwing eggs at a stone wall.”

Captain Hannish on the effectiveness of nova cannons against Space Hulks.

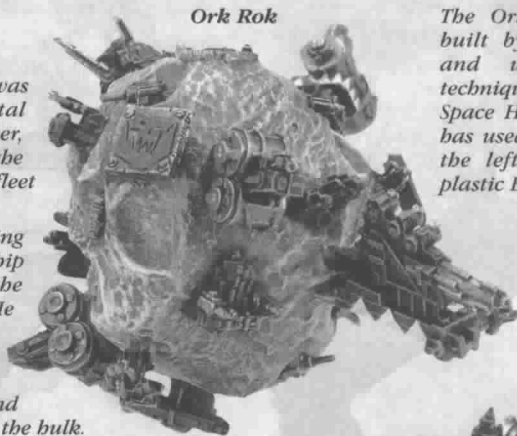
SPACE HULK & ORK ROKS

Our Ork Space Hulk was built by 'Eavy Metal painter Richard Baker, who also painted all the ships in our new Ork fleet (see over the page).

He built the Hulk using loads of Battlefleet ship parts taken from the 'Eavy Metal bitz box. He also used a lot of the left over plastic battery sprue bits, such as the turrets and flight bays, to bulk out the hulk.

Remember that no two Space Hulks look alike – they are made up from the flotsam and jetsam of space. As well as using the plastic battery bits, Rich has used Epic tank turrets, an Ork Kill kroozer, prows from both Cbaos battleships (which could easily be replaced by a using a plastic cruiser), metal and plastic ship bridges, plastic tubing (from an old biro pen), gantries from an Epic plastic mega-Gargant and Ork metal glyph plates.

Ork Rok



The Ork Rok was also built by Richard Baker and uses the same techniques and bits as the Space Hulk. This time he has used an Ork kroozer and the left over bits from the plastic Epic mega-Gargant.



Space Hulk

BUILDING ORK ROKS

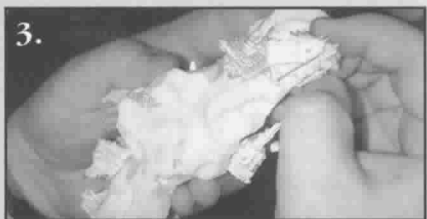
Roks are nice and easy to build, and make good practice for building Space Hulks! Rich Baker presents a step-by-step guide to Rok engineering.

- 1: Get a chunk of polystyrene (anything up to about 5cm across) and make it a more irregular shape by cutting into it with a modelling knife.



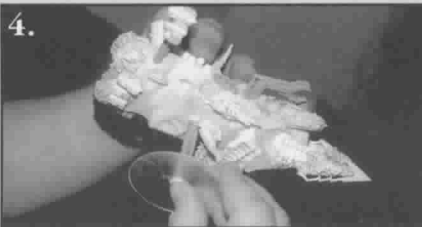
- 2: Find lots of small pieces of junk from your bits box – spare turrets, engines, antenna, whole escort ships, pieces of Epic tanks, small tubes and so on. Don't go too mad with the number of pieces (especially metal bits).

- 3: Push some of the larger metal bits into place on your Rok, use PVA glue to stick them securely. Important note: Do NOT use superglue for this as it will only melt the polystyrene and produce horrible toxic fumes – and it won't stick at all.

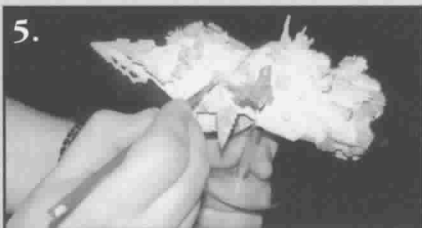


- 4: Take a flying base and find the centre of gravity on your Rok (or the whole thing will not balance and will tip over all the time in an annoying fashion), then push it into the polystyrene.

4.



- 5: Paint the polystyrene with textured paint (available from DIY stores), failing that, paint or PVA glue mixed with sand will do.



- 6: While the textured paint is still wet, add coral rock or sand for additional texture.

- 7: Spray it black and paint it. You will need to put a mark on the Rok's base to show which way it travels. We used a metal Glyph plate for this but transfers or a blob of paint work just as well.

If you are looking for inspiration, check out the pictures above and the Ork fleet painting guide featured over the page.

BUILDING A SPACE HULK

As mentioned above, Hulks are built in a very similar fashion to Roks. The main difference is that a Hulk needs a central core to give it some rigidity, and a big base.

- 1: Take a length of wood, doweling or plastic tube to form your central core and cut it so that it's about 15-20cm long.

- 2: Drill a hole in the core halfway along it, and glue some strong wire or brass tubing into the hole (coat hanger wire is about stiff enough) using a two part epoxy glue. This will give you a 'handle' to hold the Hulk while you're modelling it, and later a stem for your base.

- 3: Find another chunk of wood for the base of the Hulk and drill a hole in it that the wire attached to the core can fit into. This makes a useful temporary stand while you're working on the Hulk and eventually you can glue the wire into place to form a permanent base when you've finished it. Note, you could simply use a battleship-sized base but you'll need to keep the Hulk itself light or go for some serious reinforcement to prevent the perspex stand breaking. On my Hulk I ended up having to use three stands to brace it because it was so heavy!

- 4: Scrunch some polystyrene onto the core and secure it in place with lashings of PVA glue. Use the polystyrene to give it a general shape – you can add bits on later.

- 5: Paint the polystyrene with textured paint as for a Rok.

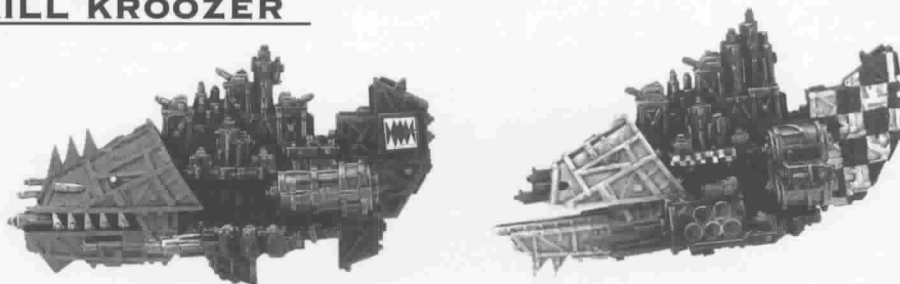
- 6: Add antenna, wrecked ships and gun turrets to taste. On my Hulk I also used pieces of tubing to represent fighter launch tubes and a number of really old metal spaceships I've had kicking around since dinosaurs ruled the earth. However don't add anything which is too big, as it will destroy the sense of scale. Secure the pieces in place as for the Rok.

- 7: Cover any exposed bits of polystyrene with more glue and sand.

- 8: Spray or paint it black and paint it. You will need to mark the proper base size – a 6cm diameter circle (same as a battleship) – onto whatever you're using to mount the Hulk on. You could just use the Hulk's actual base of course but this will make it a huge target for nova cannons, torpedoes, attack craft, etc.

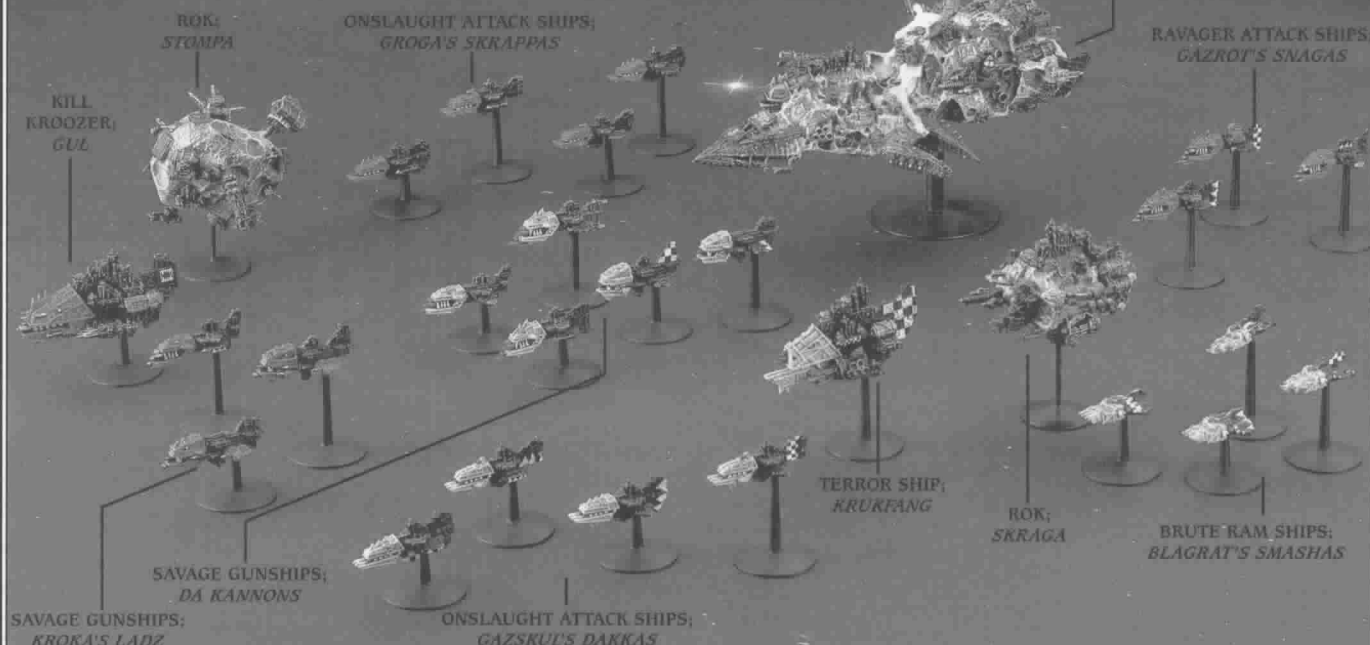
Ork fleets may be made up of ramshackle, ill-maintained ships, but this does not mean Ork Kaptains don't take pride in their warships. Many pirate fleets have been spotted painted in the loud, proud colours of their Warlord's tribe.

KILL KROOZER



ORK WAAAGH! FLEET OF WARLORD GORKAN

SPOTTED MOVING OUT OF THE CYCLOPS CLUSTER - GOTHIC SECTOR



ORK WAAAGH! FLEET LIST

This fleet list represents an Ork fleet either conducting, or preparing for, an Ork Waaagh! and may be used instead of the Ork pirate fleet list in the Battlefleet Gothic rulebook. The Waaagh! Fleet list is particularly appropriate for using with Ork fleets which are fighting battle scenarios, especially planetary assaults and fleet actions.

WARLORD

Up to 1 Warlord per 500 pts

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more, it must include at least 1 Warlord to lead it.

Ork Warlord 40 pts

Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll 20 pts

Two extra re-rolls 40 pts

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below, at the additional cost indicated.

Maniac Gunners +35 pts

The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Mekz +25 pts

The ship may re-roll the dice for damage control.

Extra Power Fields +25 pts

The ship's shield value is increased by +1.

Mega-armoured

Boarding Parties +15 pts

+1 modifier on boarding.

Looted Torpedoes +20 pts

The ship may re-roll the dice for the strength of torpedo salvos when it fires.

An Ork fleet can include a maximum of one Warlord per 500 points. So if the fleet is worth up to 500 points, it may have one Warlord. If it is worth 500-1,000 points two Warlords may be included, etc.

SPACE HULKS

You may include up to one Ork Space Hulk in your fleet per 1,500 points.

Ork Space Hulk 600 pts

An Ork fleet can include a maximum of one Space Hulk per 1,500 points. So if the fleet is

worth up to 1,500 points, it may include one Space Hulk. If it is worth 1,500-3,000 points, two Space Hulks may be included, etc. Each Ork Hulk must be assigned an Ork Warlord to command it.

KROOZERS

You may include up to six kroozers in your fleet.

Ork Kill kroozer 155 pts

Ork Terror ship 185 pts

ESCORTS

You can include any number of escorts in your fleet.

Ork Onslaught attack ship 45 pts

Ork Ravager attack ship 35 pts

Ork Savage gunship 40 pts

Ork Brute ram ship 25 pts

ORK ROKS

You can include any number of Ork Roks in your fleet.

Ork Rok 80 pts

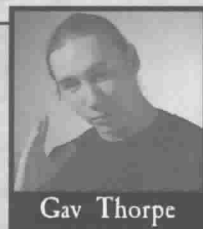
Ork Roks may also be purchased with points for planetary defences, in scenarios where these are used.



THE SLAYER OF WORLDS

Particulars of the Planet Killer, most malefic engine of the Chaos fleet.

Recently, White Dwarf have published exclusive Battlefleet Gothic rules for Space Marine fleets and special torpedoes, and being the nice, kind, generous souls that we are, we thought we'd do it again! Tim Adcock has produced a stunning (and very, very big) model while Gav has concocted some suitably terrifying rules for the most heavily armed ship in the Gothic Sector.



Gav Thorpe

The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War – in fact several of the Adeptus Mechanicus doubt whether its construction would

have been physically possible outside of warp space. Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long range lances, weapons batteries and torpedo launchers. Well armoured and protected by a plethora of shield generators, the Planet Killer's only weakness

seemed to be its ponderous speed.

It was this lack of pace which was to lead to its eventual downfall, as it was destroyed by salvo after salvo of torpedoes, fired at extreme range by the Lunar class cruisers of battle group Omega, shortly after the destruction of Kharlos II.



The Planet Killer, sighted near the Port Maw system, in formation with an unidentified Chaos fleet.

History of the Origins and Activities of the 'Planet Killer', Flagship of Abaddon the Despoiler during the Gothic War [M.41].

Compiler Athrix Heremongh, by Order of Inquisitor Horst

The following chronography has been compiled from a number of sources, placed at my disposal by the revered Inquisitor Horst. Although derived from a wide source of evidence, this chronography is by no means exhaustive, and only reasonable accuracy can be achieved in placing events which occurred outside of Imperial presences, where little or no corroboration exists. Some secondary events which relate to the activities of Abaddon are included, to place the movements of the Planet Killer into context.

MAJOR SOURCES:

- Interrogation of captured Renegades of the Black Legion;
- Bureau of Stellar cartography, Proximus Mundi;
- Lord Milanavin, Imperial Naval Attaché, Port Maw;
- Numerous interviews of Imperial personnel eye witnesses, including Navy, Imperial Guard and Planetary Defence staff;
- Orbital chronologicistic surveyors;
- Ships' logs of Imperial Naval vessels.

c.978.M40 - Abaddon overthrows Lord Teknos of the renegade Forge World of Baji IV. The traitor tech-priests swear allegiance to Abaddon and return with him to the Eye of Terror.

c.982.M40 - The tech-priests begin construction of a massive stellar vessel within the Eye of Terror, using data recovered by Abaddon's forces from the halo world of Lanamorgstein.

c.990.M40 - Abaddon's advisor, Zaraphiston, leads Abaddon to the Daemon world of Spawndeth. Abaddon returns and urges the tech-priests to increase their efforts to complete construction of the Planet Killer.

c.000-015.M41 - Abaddon's agents and forces search for rumours which will lead to the location of ancient artefacts known as the Hand of Darkness and the Eye of Night. Abaddon orders his forces to capture these items at all costs.

c.016-143.M41 - Whilst construction continues apace on the Planet Killer, Abaddon awaits the recovery of the items he seeks.

139.M41 - Zaraphiston's visions show him the Arx Gap, a stable route out of the Eye of Terror which bypasses the heavily defended Cadian Gate. Abaddon sends a vanguard fleet to destroy the Imperial monitoring station on Arx.

c.139.M41 - The Planet Killer is completed and a massive effort begins to find enough crew to man it. Zaraphiston binds several daemons to the huge vessel, greatly reducing the manpower needed to run it. As warp storms begin to engulf the Gothic Sector, Abaddon commands his subservient Warmasters to attack.

c.140.M41 - Abaddon leaves the Eye of Terror through the now-clear Arx Gap, ordering the tech-priests to follow once the Planet Killer is operational.

143.M41 - Abaddon enters the Gothic sector, using the Hand of Darkness to capture the Blackstone Fortress at Rebo V. He then makes a rendezvous with the Planet Killer and takes it as his flagship. His first target is the world of Savaven, populated by members of the Ecclesiarchy. Cardinal Klein orders the Imperial Commander to refuse Abaddon's demand for unconditional surrender. Abaddon uses Savaven as a trial for the Planet Killer, destroying the planet in less than an hour and killing fourteen billion people.

144.M41 - The Planet Killer arrives at Saviour, a highly populated system in Lysades sub-sector. After revealing the Planet Killer, Abaddon demands that Saviour's orbital docks begin producing ships for the Chaos fleet. The commander of Saviour has little choice but to agree, the lives of eleven billion people are at stake.

144.M41 - The Commander of Brinaga [in the Brigia system] receives warning that Abaddon may attack soon, in an attempt to capture Blackstone VI. All communications are lost with Brinaga shortly afterwards. A patrol vessel reports that the existence of Brinaga can no longer be confirmed.

144.M41 - Abaddon takes the Planet Killer to Fularis, where Blackstone I orbits Fularis II. While the captured Blackstone Fortresses destroy Fularis II, Abaddon uses the Planet Killer and its attendant fleet to shatter battlegroup Merlin which protects the system. Unopposed, the Planet Killer destroys the second moon of Fularis III, long suspected of being the lair of an Eldar pirate band.

146.M41 - The Planet Killer is spotted moving towards Stranivar in Bhein Morr. Stranivar has been blockaded for two years, but still refuses to surrender. Communications are lost with Stranivar, an investigating fleet discovers much of the hive world devastated by meteors created by the destruction of all three of its moons.

147.M41 - An Imperial patrol flotilla encounters the Planet Killer as it leaves warp space, entering the Corain system. They attack immediately before the rest of Abaddon's fleet can arrive. After causing considerable damage, the Imperial fleet is finally driven off by the Planet Killer's immense arsenal. Abaddon's forces invade Corain VI and take over its mines. Loyalist guerrilla fighters report that considerable amounts of trikali crystal are shipped into orbit, where the Planet Killer is stationed. Trikali crystal is mainly used in the anti-magnetic containment fields of warp generators and plasma reactors.

148.M41 - Abaddon invades Drakulu system and enslaves the two million inhabitants of the system's main planet, an agri-world. It is widely believed that many of these end up as sacrifices for Zaraphiston's magics, the remainder being forced into service as crews on the Planet Killer and other vessels.

150.M41 - Zaraphiston predicts that the warp storms will end soon. Abaddon quickly moves his fleet out of Drakulu and meets with the Blackstone Fortresses. News reaches Abaddon of reinforcements gathering in the Tamahl Sector, ready to counter-attack through the Tarantis jump point. He sends the Blackstone Fortresses to destroy the Tarantis star and thereby prevent enemies from using the jump point, while he takes the Planet Killer to neighbouring Boetia. Using the power of the Planet Killer, Abaddon eradicates the Adeptus Astra Telepathica facility in Boetia's asteroid belt, cutting off the navigational beacon that would have helped any Imperial ships daring to jump through the warp storms.

151.M41 - Abaddon leaves the Planet Killer under the command of Warmaster Malefica Arkham and travels with the Blackstone Fortresses to Schindlegeist to attack Blackstone V. The Planet Killer is despatched to attack Arimaspa as a diversion. Abaddon is defeated at Schindlegeist, but the Planet Killer succeeds in destroying two of the five planets that make up the Arimaspa system.

154.M41 - Malefica Arkham, having been abandoned by Abaddon, tries to use the Planet Killer to carve an empire of his own. The world of Gonnacrash in the Quinox Sound swears sovereignty to his rule, but, as he moves the Planet Killer to Kharlos II, Arkham is discovered by Omega squadron, freshly arrived from outside the Gothic Sector. With no vessels to support him, Arkham still decides to attack, but the Planet Killer is eventually destroyed by the continuous torpedo fusillade of the four Lunar class cruisers.

156.M41 - An expedition is launched by Inquisitor Horst to recover the hulk of the Planet Killer for study by the Adeptus Mechanicus. No trace of it can be found, and there are worrying rumours of a Black Legion vessel being sighted in the vicinity.

The ultimate destruction of the Planet Killer cannot be confirmed, yet in the years since the Gothic War there have been no confirmed sightings of it either. Whether this devastating weapon is still at Abaddon's disposal it is impossible to conclusively say at this point. If it is still operational, then the Imperium may once again shudder before its awesome might.

REPORT ENDS

Appendices to Report of the Scribe Historicus

Part the Second: Technical Data

All Technical Details that are Known or can be Deduced from Close Range Observation of the Renegade Vessel Known as the 'Planet Killer'.

Compiler Athrix Heremongh, assisted by Magos Technologis Ginf Chero.

Unidentified Structure

Possibly an extra-spatial pickup device of sorts. Some have hypothesised that these are simply communications and/or sensory arrays, in which case their configuration is such that interference from the warp core would make them all but useless.

Macro-Projectile Weapons Systems

Massive calibre weapons capable of firing large rounds to an extreme range. Other than their unusual size, these are of similar pattern to those observed on other renegade vessels.

Excraction Pattern

Tri-diotic Laser Array

This weapon system has been in continuous use since mid M23, although it is currently classified *Perdita* by Imperial Naval Commissioners.

Torpedo Tubes

Unusually configured to allow a wider arc of launch than is standard on our own vessels. These are capable of launching a torpedo spread commensurate with the size of the vessel.

Armageddon Gun Projection Barrels

These elements are unique to this vessel and we are as yet no closer to fully understanding the manner of their operation. That they are capable of focussing and projecting an energy beam of immense power is beyond doubt. However, the type of energy involved and exactly where it is generated remain a mystery. The reason for the larger size of the central barrel is equally shrouded in uncertainty. Many hypotheses have been put forward but none bear up to close scrutiny or sustained logic.

Ventral Stabilisation and Trans-Etheric Relay

A common structure seen on many renegade vessels and older patterns of Imperial shipping. The size of these is inconsistent with the estimated mass of the vessel, so it is possible that other systems are also incorporated into these structures.

Note Regarding External Dimensions

Unfortunately no reliable assay has been made of the vessel's size, but it is without doubt significantly larger than our battleship classes. Captain Vinrex of the *Felicitas* estimated gross displacement as being in excess of 400 million!

Unidentified Structure

Postulated functions include tertiary warp-core phasing accelerator or some kind of 'charging-coil' for the vessel's primary weapon system. Certainly no identifiable system on this vessel is capable of generating the phenomenal levels of energy which the weapon must require.

ABADDON THE DESPOILER

Scourge of the Gothic Sector

...And lo the beast issued forth to assail the righteous and cast down their works. Though the beast stood clothed in human form, no flesh could conceal the corruption of his damned soul, and the foul denizens of the outer dark flocked to his banner. The righteous cried out for retribution, but the beast would not be laid low. The name of the beast became a curse upon the lips of the righteous, and that curse was Abaddon.

Oration of Saint Josephus, apocalypt of Savaven.

Abaddon is known to be the driving force behind the Black Crusade which ravaged the Gothic Sector between 142.M41 and 160.M41. What means he used to bring together the fleets of so many different Chaos lords and warmasters is unknown, but even his unholy gift of leadership must have been stretched to the full coordinating the attacks of such an anarchic coalition. Abaddon's own warfleet was the most powerful in the sector and one of the last to be defeated. This was in no small part due to the awesome power of the Planet Killer at his command, to say nothing of the Blackstone Fortresses he succeeded in corrupting to the service of the Dark Gods.

Abaddon was once a Space Marine, a captain of the Lunar Wolves' 1st Company during the Great Crusade, over 10,000 years ago, conquering distant stars in the name of the Emperor. The Lunar Wolves battled across uncounted worlds to free them from alien tyranny or the taint of Chaos, and Abaddon was ever at the fore. But at the time of the Great Heresy, Abaddon chose to betray the Emperor and join with the forces of his Primarch, the Warmaster Horus, in his attack on Earth. Upon Horus' defeat, Abaddon rallied the

remnants of the hordes which had fought on Earth and fled to the Eye of Terror, where the powers of Chaos welcomed him as their champion.

For ten millennia Abaddon has continued to harry the Imperium at every opportunity, raining fire and destruction on the empire of Mankind that he helped to build. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends as far back as the Imperium itself. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II.

ABADDON AS FLEET COMMANDER

Abaddon can be chosen to act as fleet commander in any game in which the Chaos fleet is worth 1,000 points or more. You may not place a Chaos Lord on the same ship as Abaddon (you don't get to be a Chaos Lord by spending lots of time near a bloody-tempered maniac!). He has the following characteristics:

Leadership: 10

Abaddon is an exceptional commander in all respects. His crew and fleet live in

mortal terror of arousing his anger and perform at peak efficiency when he is aboard. He is also aided by the prophecies of the Sorcerer Zaraphiston.

Re-rolls: 1 per turn.

Abaddon's fleet is allowed to re-roll a single Command check or Leadership test each turn.

Abaddon's awesome reputation and dogged determination ensure there are seldom any failures in the chain of command. When there are, the consequences are likely to be dire.

Special Rules

Boarding Actions: Abaddon is accompanied by his company of Black Legion Traitor Marines aboard the ship he is commanding. This, combined with his own abilities, means the ship doubles its value in boarding actions and gains an extra +1 Boarding modifier.

Hit-and-Run Attacks: Abaddon will have his own ship sealed tight against hit-and-run raiders (he knows every trick in the book). Therefore, hit-and-run raids deduct -1 from their dice roll against Abaddon's ship. If Abaddon's vessel makes any hit-and-run teleport attacks, add +1 to the dice roll for the attack as it will be undertaken by elite

The envoy stood in front of the ornate throne, visibly shaking with terror.

"Re... regrettably, Imperial Commander Lorcus has instructed me to inform you that your demands for the surrender of the Imperial world of Savaven cannot be considered," the envoy said, his voice quavering with fear. "This world is the sovereign domain of the almighty Emperor of Mankind, blessed may He be in His benevolence."

"The Emperor of Mankind?" Abaddon growled, leaning forward in his skull-encrusted throne to glare at the envoy. "Soon, I will be the new Emperor of the galaxy. That weakling fool on Terra will be no match for me when the full power of Chaos infuses me. Even Horus will pale in comparison to my might. I shall be a living god!"

The Warmaster sat back and closed his eyes for a moment, deep in thought, or perhaps communing with some unseen entity. His eyes snapped opened again and a fierce light burned in them.

"You dare to resist me?" Abaddon stormed, stepping out of the throne, his bulky Terminator armour grinding loudly. "I will crush you for this impudence! I will see the stars extinguished with the blood of your kind!"

With a bestial roar, Abaddon smashed his right hand into the envoy's chest, the Talon of Horus ripping through flesh and bone with a splintering noise. With a snarl, the Warmaster closed his fist and wrenched his hand out. Turning to Zaraphiston, the Sorcerer of Tzeentch, Abaddon held up the envoy's heart, blood running down his arm and dripping onto his face and chest.

"Power up the main weapon. I will destroy Savaven for her impudence. I shall send a message of terror to a hundred worlds!" declared the Warmaster, his eyes staring madly at the Sorcerer.

With a gesture Zaraphiston sent renegade tech-priests scuttling around the bridge. The deck began to throb as the mighty battleship's engines pushed the huge vessel into orbit, while the whine of power building up reverberated off the bulkheads. For several minutes the gigantic starship forged through the void towards the Imperial planet. About the world were several orbiting stations, and as Abaddon's flagship approached, the defences opened fire. Missiles streaked across the ether only to be obliterated by fierce volleys from the dozens of turrets studding the ship's hull. Orbital defence lasers opened fire, most of their energy beams scattering harmlessly off the powerful protective

Black Legion Terminators. Boarding torpedoes and assault boats from Abaddon's ship will be manned by more mundane minions and do not receive this modifier.

"You have failed me for the last time..."

Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their cost. If Abaddon's re-roll is used for a Command check or Leadership test on another ship or squadron and the test is failed a second time, he will become angry – very, very angry! In the Chaos shooting phase Abaddon will direct at least half the available firepower and lance strength of the ship he is commanding against the weaklings who have failed him (assuming the worthless scum are within range and fire arc). Resolve the attack as normal, just as if Abaddon's vessel were an enemy.

The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Leadership increase for the remainder of the game. The Leadership bonus will only take effect once (after that the crews are working as hard as they can!). If the object of Abaddon's wrath is not in range and/or fire arc he will leave them to their fate – Abaddon's re-rolls may no longer be used on it. This means that no further Commander re-rolls may be used on the ship or squadron unless it is carrying its own Chaos Lord with a Mark of Tzeentch.

Should this dreadful failure occur on Abaddon's own ship, it will lose one damage point as the Black Legion massacre those who failed him. No Leadership increase is gained.



'ABADDON THE DESPOILER, WARMASTER OF CHAOS

shields of the battleship, the few hits that managed to penetrate barely leaving a mark on the massively armoured hull.

A few heavily armed defence monitors clumsily manoeuvred into position to attack the approaching vessel, but, as the Chaos ship closed the range, it returned fire. A fusillade of destruction lit up space as the Planet Killer's batteries targeted the defence ships, smashing them aside in a few deadly salvos. Torpedoes roared from the battleship's dozens of tubes, erupting across the surface of a defence station in blossoms of fiery destruction, the wreckage tumbling out of orbit to burn up in the atmosphere of Savaven. Still the battleship continued its relentless advance, the ravaging energies of lances slicing through orbital docks, while plasma drivers and fusion cannons obliterated everything within range. Even as it entered low orbit, the gigantic vessel continued its

bombardment, its powerful weapons striking against bunkers and missile silos on the planet's surface, leaving palls of smoke dozens of kilometres long drifting across Savaven's night sky.

An aura of energy built up around the core of the ship, a storm of lightning arced from the edges of the aperture until, with a blinding flash that eclipsed the light of Savaven's star, the Planet Killer fired. A storm of destruction struck Savaven, its atmosphere began to boil away, the immeasurably powerful beam boring through its crust causing earthquakes and tidal waves to sweep across the Cardinal world's surface. The ice caps began to melt and chains of dormant volcanoes erupted across the globe, vaporising the seas and sending scorching steam billowing into the thin air. With a continent-sized detonation, the planet's core erupted, the massive release of energy thrusting the

planet out of orbit and sending it spinning wildly off its axis. With a final death-spasm Savaven disintegrated into a billion shards of molten rock, which spread across the heavens like glowing dust.

Zaraphiston laughed out loud as he looked at the twinkling remains of Savaven on the hololithic projector.

"Isn't that beautiful?" he crowed, turning to look at Abaddon beside him.

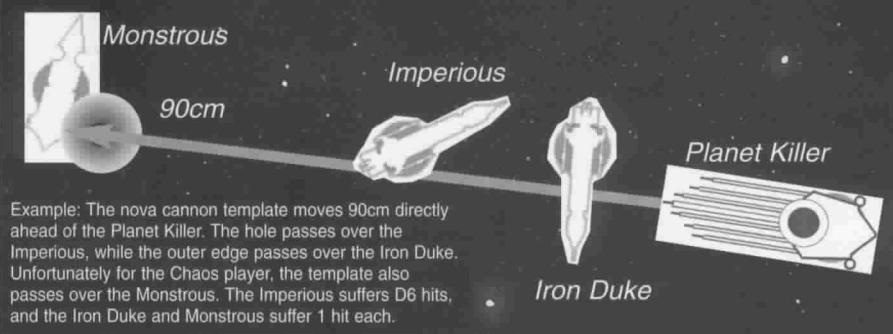
"It is just the beginning," the Warmaster replied. "I shall write my name across the stars with the blood of my enemies. Death cries beyond counting shall sing a hymn of doom to herald my divine ascension."

PLANET KILLER RULES

THE ARMAGEDDON GUN

The Armageddon Gun may not be fired if the ship has been crippled or is on *Burn Retros*, *All Ahead Full* or *Brace For Impact* special orders. The Armageddon Gun can only be fired directly ahead of the ship. To fire the Armageddon Gun, place the Nova Cannon template so that it is touching the Planet Killer's stem then move it directly ahead 90cm. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the Nova Cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon Gun has fired, it must build up another charge of energy and you must use *Reload Ordnance* orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the Armageddon Gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon Gun useless for the rest of the battle. On a roll of any other double, the Armageddon Gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use *Reload Ordnance* orders for these at the same time as for the Armageddon Gun. In this case, only make one Command check but apply the roll equally to both weapons systems (eg if you roll a double six, then the Planet Killer suffers an automatic critical and will also be out of torpedoes for the remainder of the game).

FIRING THE ARMAGEDDON GUN



The Planet Killer in Exterminatus

The Planet Killer, as its unsubtle name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an exterminator, but if the Armageddon Gun cannot be used for any reason then it can no longer act as an exterminator and the Chaos player loses the battle automatically.

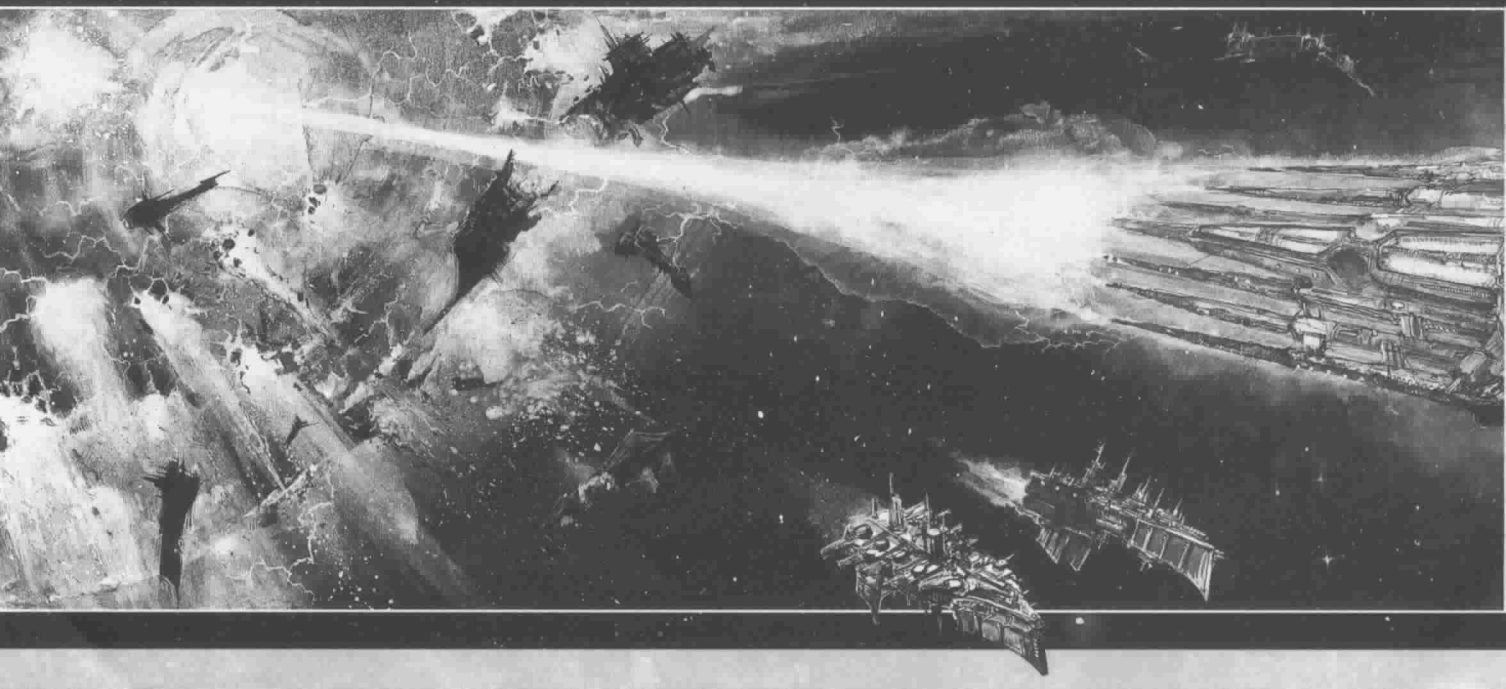
INCLUDING THE PLANET KILLER IN OTHER BATTLES

Below is an additional entry to the Chaos incursion fleet list so that you can use the Planet Killer in your Battlefleet Gothic games. However, the Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you

could play Scenario three: The Raiders, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.

Another variation on the 'destroy the Planet Killer' scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. The attackers must cripple the Planet Killer to win.

Similarly, you could fight a Convoy scenario, with the Planet Killer counting as eight transports. The Planet Killer's unwieldy size will make it difficult to manoeuvre in the dense celestial phenomena, offsetting its far greater offensive capabilities. If the Planet Killer moves off the opposite table edge undamaged then the Chaos player wins. If it is crippled before it escapes it is a marginal attacker win and if it is destroyed the attacker gains a major win.



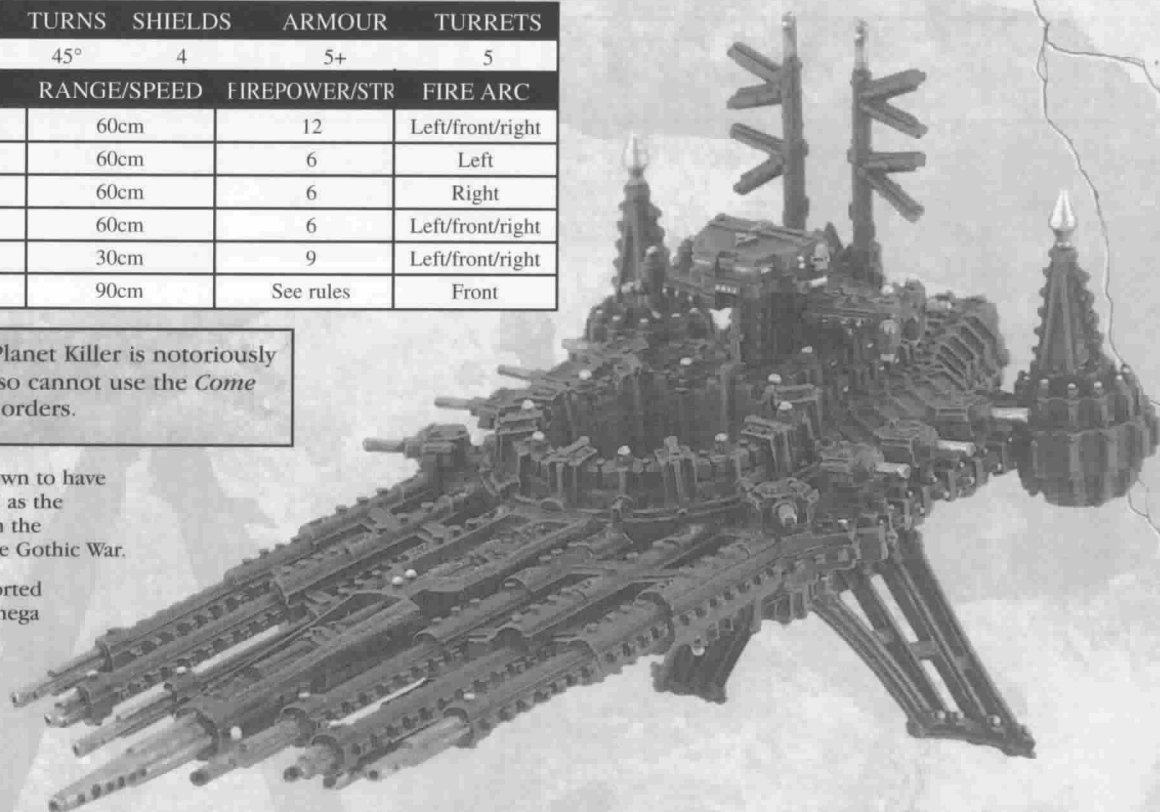
CHAOS PLANET KILLER 505 pts

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapons battery		60cm	12		Left/front/right
Port weapons battery		60cm	6		Left
Starboard weapons battery		60cm	6		Right
Dorsal lances		60cm	6		Left/front/right
Prow torpedoes		30cm	9		Left/front/right
Armageddon Gun		90cm	See rules		Front

Special Rules: The Planet Killer is notoriously slow to manoeuvre and so cannot use the *Come To New Heading* special orders.

Only one Planet Killer is known to have been built and that was used as the personal flagship of Abaddon the Despoiler during much of the Gothic War.

The ship was eventually reported destroyed by Battlegroup Omega near to the recently annihilated planet of Kharlos II, although the hulk was never recovered as confirmation of the vessel's destruction.



ADDITIONS TO THE CHAOS FLEET LIST

"Speak not to me of Abaddon, blackest of hearts, basest of fiends. Who else amongst the hosts of the traitors embraced Damnation with such a fierce glee?"

– Attributed to Roboute Guilliman, Primarch of the Ultramarines

FLEET COMMANDER

You may include Abaddon the Despoiler as the Warmaster in any Chaos Fleet worth more than 1,000 points.

Abaddon (Ld 10) 195 pts

Abaddon receives one re-roll per turn, in addition see his special rules as stated in this article.

CAPITAL SHIPS

A fleet of 1,000 points or more may include the Planet Killer.

0-1 Planet Killer

Planet Killer 505 pts



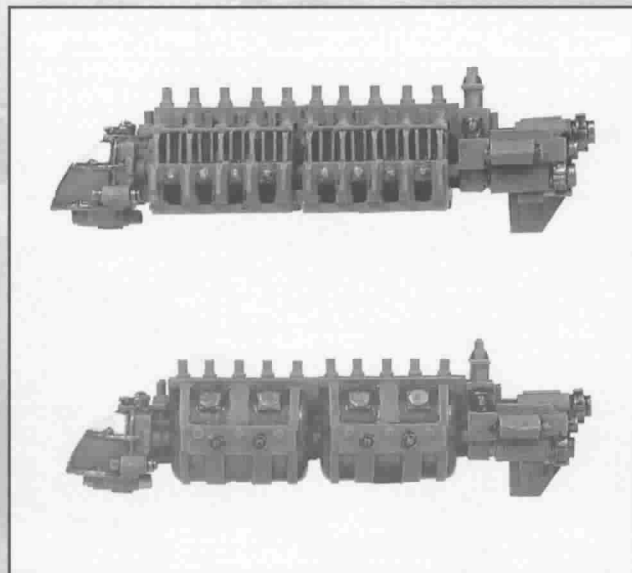
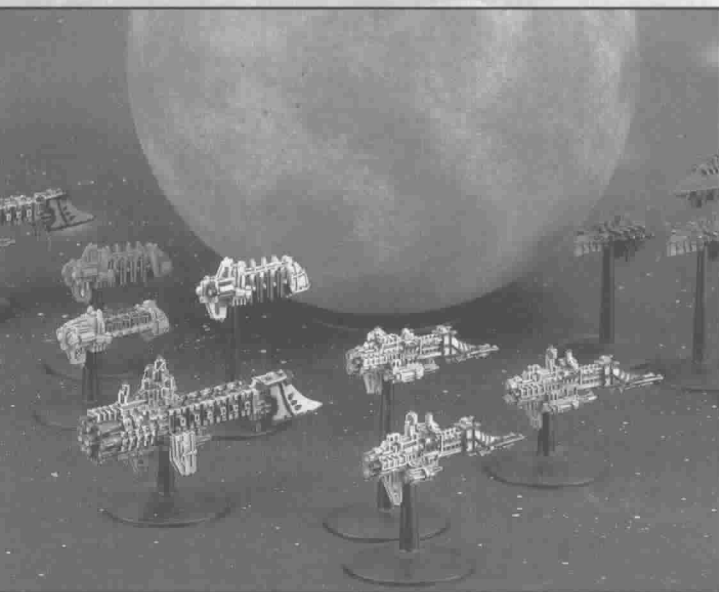
"And furthermore it is our conclusion that such a machine therefore does not exist and any personnel claiming to have seen it are deluded.

It has been proven to a high degree of probability that the destruction of Kharlos II is wholly the result of coincidental seismic activity."

– From the conclusions of the preliminary report on the destruction of Kharlos II by the Imperial Commissioner for Moral Truth

HEAVY TRANSPORTS

Rules for using large transport craft in Planetary Assault and Convoy scenarios. Originally published as part of 'Death from the Skies' by Gav Thorpe, in Warp Storm.



IMPERIAL HEAVY TRANSPORT pts: special

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15cm	45°	2	5+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port weapons battery		15cm		3	
Starboard weapons battery		15cm		3	
Dorsal weapons battery		15cm		2	
				Left/front/right	

Not all merchant ships fall into the standard 'small transport' category. Some of the larger trading galleons and ore carracks approach the size of warships, though most commonly these accompany Rogue Trader fleets exploring beyond known space or ply the major trading routes of Segmentum Solar. Most famed of all heavy transport vessels is the *Santissima Terra*, which accompanied the fleet of Rogue Trader Lukurius Vanlessa into the eastern fringes late in the 39th Millennium. Long delays by warp storms and alien action (as well as the inevitable time distortions caused by warp travel), meant that the *Santissima Terra* and its attendant escorts did not return to Imperial space for over four centuries.

The ship which returned was virtually unrecognisable as that which had left. Whilst separated from the rest of the fleet, her captain, Inigo Portfell, had discovered a volcanic death world of incomparable riches, so blessed with precious metals and gems that even after refinement by shipboard factories they filled the holds to overflowing. In an effort to carry away as much wealth as possible before the warp storms closed in once more, Captain Portfell resorted to cladding the outer hull of his ship with solid gold. Every arch and buttress of the *Santissima Terra* glittered with the lustre of pure gold and it is said that none who gazed upon her could avoid feeling the stir of avarice in their heart. The wily captain had the good sense to proceed directly to Terra with his

prize and after an eventful journey, pursued by every pirate and corsair within a thousand light years, he presented the ship to his guild house. Through great endeavours the ship was landed and now forms part of the Paternoal palaces on Terra.

Note to Players: During early playtesting for Battlefleet Gothic, the transports used in Convoys and Planetary Assaults were much bigger ships, for which we used old Spacefleet models with the stats above. If you want to use heavy transports just swap two ordinary transports for each heavy transport. You can convert heavy transports from old Spacefleet models (available from Games Workshop Mail Order) or for the more ambitious, you can scratch-build them using the standard Imperial transports as a guide.

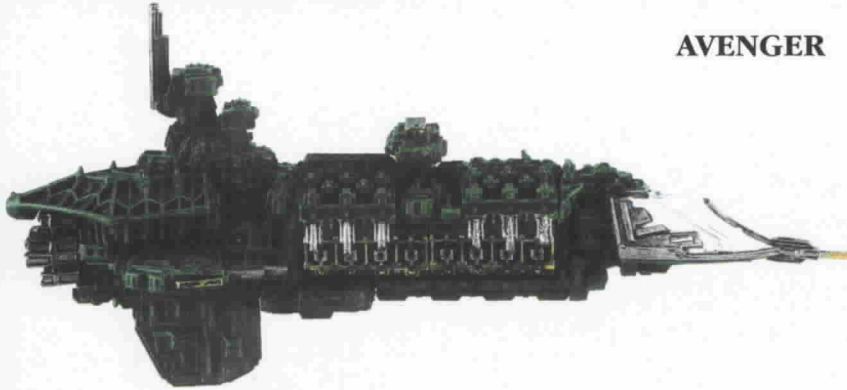
Note also that although the ship is described as an Imperial heavy transport, other fleets make use of similar vessels, so they may also be used in Chaos, Ork and Eldar fleets.

GRAND CRUISERS

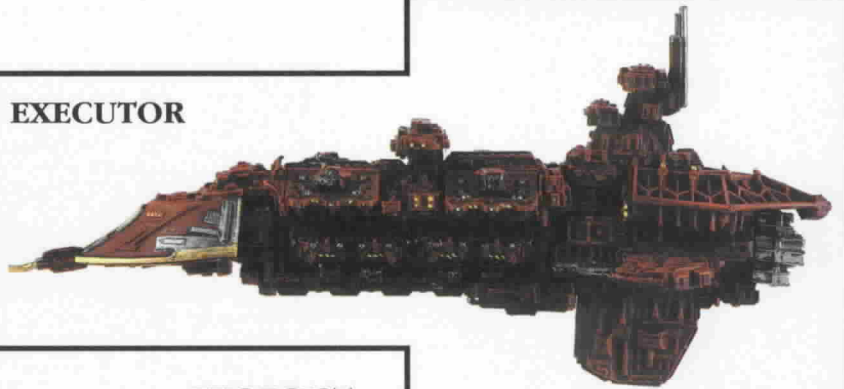
VENGEANCE



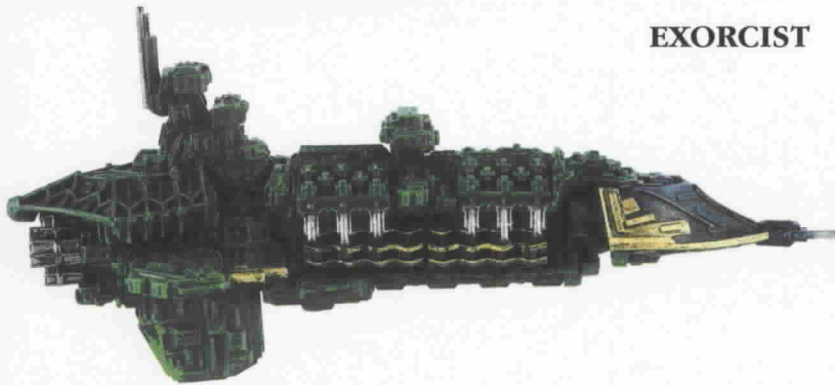
AVENGER



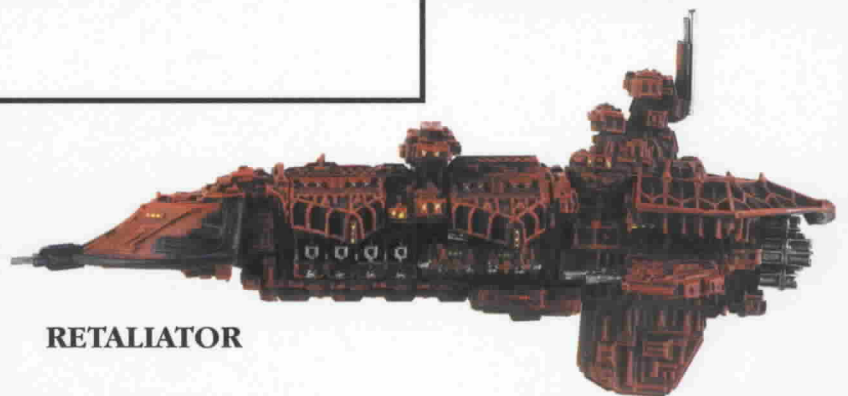
EXECUTOR



EXORCIST



RETALIATOR



BATTLEFLEET GOTHIC

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Willow Road,
Nottingham,
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